QUASIMOTO

GAME GATE™

OWNER'S MANUAL

MODEL

VU

FOR YOUR SAFETY: READ BEFORE USING THE PRODUCT

To guarantee safe operation, read the following prior to powering on the product. These instructions are intended for the users, operators and personnel in charge of the operation of the product. Before handling, carefully read and understand all cautionary labels on the product. Follow all precautions and handle the product accordingly. Keep the manual near the product for future reference.

It is important to properly understand the degrees of hazard communicated by the cautionary labels on the product. These labels require special attention: DANGER, WARNING, CAUTION, etc.

DANGER

Indicates that mishandling the product by disregarding this symbol will lead to severe injury or death.

WARNING

Indicates that mishandling the product by disregarding this symbol will lead to a potentially hazardous circumstance which can result in serious injury or death.

CAUTION

Indicates that mishandling the product by disregarding this symbol will create a slightly hazardous circumstance which can result in personal injury and/or material damage.

For the safe and proper usage of the product, the following labels are used:

Indicates “HANDLE WITH CARE.” This label is used to avoid personal injury and product damage. The label is displayed in places where the Owner’s Manual, Serviceman Manual and/or Service Manual should be used as reference.

Indicates “PROTECTIVE GROUND TERMINAL.” Prior to powering on and operating the equipment, securely connect the product to the Ground prior to powering on and operating the equipment. (This step may be eliminated in instances where the product uses a power cord with a ground connection.)

NOTE:

- **Follow the instructions contained within this manual.**

The instructions are designed to aid in the prevention of accidents. Failure to follow the enclosed guidelines may result in product damage, personal injury and/or death. In the instances where only a person with technical expertise should perform the work, the manual states that only the site personnel should proceed with the work.

- **Power down and disconnect the power prior to working on the product.**

To avoid electrical shock, it is important to power off the product and disconnect from the power source in all instances where the work requires direct contact with the interior of the product. In the instances that the work requires a power-on status, the manual will clearly state it.

- **Connect the Ground Terminal.**

(This step may be eliminated in instances where the product uses a power cord with a ground connection.)

This product contains a Ground Terminal. During installation, it is important to securely connect the Ground Terminal with the proper indoor ground terminal through the use of a grounded cable. If the product is not properly grounded, the user is exposed to potentially hazardous electrical shock. After every instance of performing work, ensure that the Ground Terminal is once again securely connected.

- **Use specified fuses**

(Only for products that use fuses.)

Using fuses that exceed the required rating may cause fire and electric shock.

- **Specification changes (including but not limited to equipment relocation, conversion, and addition**) not designated by the manufacturer, Quasimoto Interactive, Inc., are not permitted. All parts of the product, including safety warning labels, should not be removed. It is hazardous to operate the product after removing parts and/or modifying the circuits. In the event that any doors, covers, lids, and/or protective parts are damaged or lost, immediately cease product operation. Promptly contact the distributor from which the product was purchased for a replacement component. Quasimoto Interactive, Inc. shall not be held responsible for any accidents or compensation for damage to a third party that are the result of product specifications not designated by Quasimoto Interactive, Inc.

- **Make sure the product meets the correct Electrical Specifications**

Prior to installing the product, check for Electrical Specifications. Quasimoto Interactive, Inc. products are labeled with an Electrical Specifications description. Make sure that the product is compatible with the power supply voltage and frequency requirements of the location. Any variance on the Electrical Specifications at the location from those contained on the product's description label may cause a fire and/or an electric shock.

- **Use suitable lighting during installation and operation of the product.**

Warning labels must be able to be clearly read. To ensure safety, labels and printed instructions cautioning against possible hazardous circumstances are affixed to places on the product where accidents can occur. It is important that the product is operated in a location where suitable lighting is available allowing the labels to be clearly read. In the instance that a label is peeling off or removed in part or whole from the machine, immediately attach the label or replace it with a new label. Promptly contact the distributor from which the product was purchased for a replacement label.

- **Use care when handling the monitor.**

Even after powering down a monitor, some of the monitor components are subject to high voltage. Monitor repair and replacement should be carried out by knowledgeable technical personnel with experience in dealing with electricity.

- **Monitor adjustments**

Adjust the monitor to eliminate any on-screen flickering or distortion. Operating the product with a monitor that has not been correctly adjusted may cause dizziness, headache, and/or nausea to the operator and users.

- **Include this manual when moving or selling the product.**

Read this manual with any special Instruction Manual for the product.

** Please note that improvement updates to this manual may be made at any time without prior notice.*

** The contents of this manual are prepared with due care. If any questions arise or errors are discovered, please contact Quasimoto Interactive, Inc.*

INSPECT THE PRODUCT IMMEDIATELY AFTER TRANSPORTING TO THE LOCATION.

At the time of ship, Quasimoto Interactive, Inc. products are ready for use immediately upon arrival at the location. Nevertheless, instances may arise creating an abnormal circumstance while in transit. Prior to powering on the product, check the following in order to ensure that the product was transported in an acceptable manner.

- Are there any defects (including dents, cuts, etc.) or damaged portions on the exterior of the product?
- Are the casters and/or the levelers damaged?
- Do the power supply voltage and frequency requirements match those of the location?
- Are all of the wires properly and securely connected? Connectors should not be forced to connect. All connector connections that are correctly connected will join accurately.
- Is the power cord damaged (cuts, dents, kinks, etc.)?
- Are the correct fuses that meet specified requirements used? Is the circuit protector working?
- Are the accessories available?
- Can the product be accessed properly through the secure points (i.e. doors, lids, etc.) with the keys? Can the product be correctly secured by closing the access points?

TABLE OF CONTENTS

BEFORE USING THIS PRODUCT, BE SURE TO READ THE FOLLOWING:
TABLE OF CONTENTS I
INTRODUCTION II

Section 1: Handling Precautions 1

Section 2: Product Overview
- **2.1 What's Included 3**
- **2.2 Hardware Inclucded 4**
- **2.3 Tools Required 4**
- **2.4 Not Included 5**
- **2.5 How GameGate Works 6**
- **2.6 Number Of Players Overview 7**
- **2.7 Feature Pinouts 9**
- **2.8 Security Overview 12**

Section 3: Setup Instructions
- **3.1 Basic Step By Step 13**
- **3.2 Connecting An External Display 20**
- **3.3 Connecting To The Internet 21**
- **3.4 Sliding Controller Bracket 23**
- **3.5 Setting Master Volume & Bass 24**
- **3.6 Installing a Bill Acceptor 24**

Section 4: Installing A Home Video Game System
- **4.1 Xbox 360 installation 26**
- **4.2 Playstation 3 installation 38**

Section 5: Activation and Renewal
- **5.1 Activation Overview 47**
- **5.2 First Time Activation 48**
- **5.3 License Renewal Process 54**
- **5.4 Machine Renewal Details - Extending the Activity 55**
- **5.5 When To Renew 57**

Section 6: System Settings
- **6.1 Basic System Settings 59**
- **6.2 Advanced System Settings 64**
- **6.3 USB Flash Drive Menu 68**
- **6.4 Attract Videos 70**
- **6.5 Optmizing the Xbox 360 ..... 73**
- **6.6 Optimizing the Playstation 3 ..... 74**

Section 7: Customizing The Cabinet Appearance
- **7.1 Changing The Marquee 75**
- **7.2 Changing The Retail Game Case 76**
- **7.3 Changing The Instruction Panel 81**
- **7.4 Changing The Side Panels 86**

Section 8: Care and Maintenance 79
8.1 LCD care & cleaning 79

Section 9: Licensing Information..... 80

Section 10: Warranty..... 81

Section 11: Part Overview 82

Section 12: Wire Diagrams
12.1 Wirediagrams..... 85
12.2 Timerboard 88
12.3 MSI Fuzzy 690T Motherboard (RMT) Diagram 89

Section 13: Glossary 91

INTRODUCTION

Congratulations, and thank you for purchasing the Game Gate™ VU, the most advanced and flexible arcade solution available. The VU is designed to bring cutting edge video games to your best venues by using a home video game system and games. Public use of this device in conjunction with the XBox 360® or PLAYSTATION®3 requires a license for the hardware and the software. Quasimoto has gone to great lengths to make this opportunity a legal reality. The license is restricted to titles available, and not every game for a specific game system is authorized. Registration and license is mandatory. Quasimoto is not responsible for any misuse of the Game Gate™ VU. Please take the time to learn about the affordable license program required to operate the equipment. You will need to register for the product to function.

If this is your first time setting up the machine, start from the beginning of this manual and move page by page. You are only minutes away from operating the arcade of your dreams. If you have any questions during the installation process please feel free to contact us at any time.

The Federal Copyright Act (Title 17 of the U.S. Code) governs how copyrighted materials, such as video games, may be used. Neither the rental nor the purchase of a game carries with it the right to show the game publicly outside the home, unless the site where the game is used is properly licensed for public exhibition.

Ownership of the game and the right to use it publicly are two separate issues. The copyright holder retains exclusive public performance rights.

This legal copyright compliance requirement applies to schools, public libraries, day-care facilities, parks, recreation departments, summer camps, churches, private clubs, prisons, lodges, businesses, etc..

This legal requirement applies:

* Regardless of how the games are obtained
* Whether or not an admission fee is charged
* Whether the facility or organization is commercial or non-profit
* Whether a federal, state or local agency is involved

WARNING
YOU MUST HAVE A LICENSE
TO OPERATE THIS PRODUCT

1. HANDLING PRECAUTIONS

During product installation and inspections, pay special attention to the following key points to ensure a safe gaming experience for the user.
Mishandling the product or lack of compliance with the key points stated below may lead to personal injury or damage of the product.

⚠ WARNING

- Turn the power off to the product before performing any work. Leaving the power on during work may lead to an electric shock or short circuit. In the event that the work requires the power to be on, this manual will clearly state to that effect.

- Conceal power cords and ground cables at all times from public surface (i.e. floor, pathway, etc.). If left exposed, the power cords and ground cables may become damaged. Damaged cords and cables are dangerous as they may cause an electric shock and/or a short circuit.

- Do not place anything on the power cords or ground cables. This may cause damage to the cords or cables and may cause a fire and/or an electric shock.

- Do not put any unnecessary tension on the power cords or ground cables after product installation as this may cause a fire and/or an electric shock.

- If the power cord is damaged, promptly contact the distributor from which the product was purchased for a replacement cord. Using a damaged cord may cause a fire and/or an electric shock.

- Take care to correctly ground the product. Improper grounding may cause a fire and/or an electric shock.

- Use only fuses with the correct specified rating. Installing fuses outside the spectrum of the specified rating may cause a fire and/or an electric shock.

- Ensure the connector connections are properly and securely connected. Loose connections may cause a fire and/or an electric shock.

- Specification changes (including but not limited to equipment relocation, conversion, part removal/addition) not designated by the manufacturer, Quasimoto Interactive, Inc., are not permitted.
    - Failure to follow this key point may lead to a fire, an electric shock, and may also lead to injury by the user, operator, and onlooker.
    - Quasimoto Interactive, Inc. shall not be held responsible for any accidents or compensation for damage to a third party that are the result of product specifications not designated by Quasimoto Interactive, Inc.

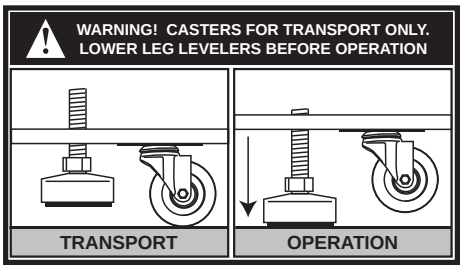
- Performing work or replacing parts not indicated in this manual may lead to an accident or personal injury. If the product requires work that is not indicated in this manual, promptly contact the distributor from which the product was purchased to have the work completed. Always inquire as to the work that needs to be done. -It is imperative to perform periodic maintenance on the product. Instructions for the periodic maintenance are contained in this manual.

- The product uses an LCD monitor. The LCD screen can be easily damaged. Use caution during cleaning. For further information, see the section on “Care and Maintenance”.

- Some components for the product are not designed or manufactured solely for this game kiosk. As such, manufacturers may discontinue or alter the specifications of such multi-purpose components. In the event this happens, Quasimoto Interactive, Inc. will be unable to repair or replace a non-working unit regardless of the warranty period.

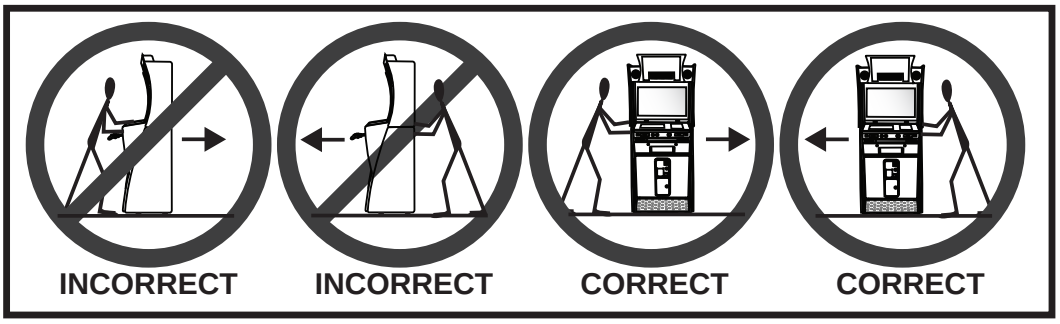
TIP WARNING: DO NOT ENGAGE CASTERS FOR OPERATION

The casters are to be used for game transportation purposes only, and should never be engaged for equipment operation. Leg levelers must be down so that the casters are not touching the floor, ensuring stable operation. Failure to engage the leg levelers may result in a serious injury.



TIP WARNING: PUSH FROM LEFT OR RIGHT ONLY

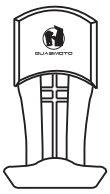
When moving the cabinet using the casters, push only from the left or the right side of the cabinet to prevent a possible injury.



2. PRODUCT OVERVIEW

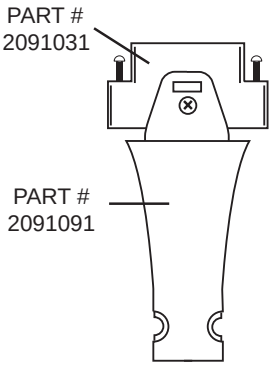
2.1 What's Included

Xbox 360®
Wireless Controller
Bracket x 2
PART#2091021



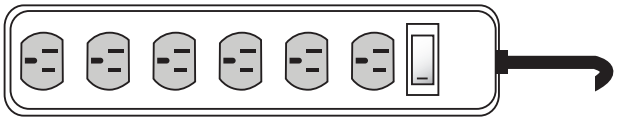
Xbox 360®
Wired Controller
Bracket x 2
PART#2091011

Playstation®
Wired Controller
Bracket x 2
PART#2091071



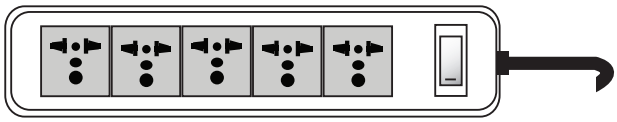
Controller Arm
Assembly x 2
PART#2092101

Playstation® Controller Adapter x 2
PART#2097211



USA Power Strip x 1
PART#2097281

OR



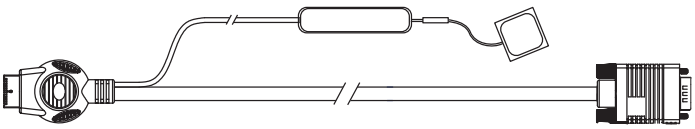
Multicountry Power Strip x 1
PART#2097171

USB Flash Drive x 1
PART#2097391

Playstation® Memory Cover x 2
PART#2093111

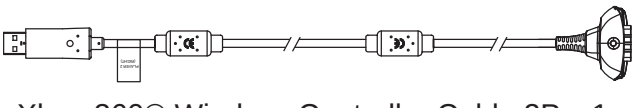
Xbox 360® AV Cable x 1
(factory connected)
PART#2095011

Xbox 360® Memory Socket Cable x 2
PART#2095031

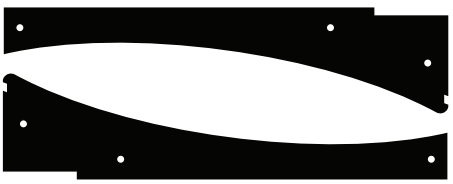


Playstation ®AV Cable Assembly x 1
PART#2095021

Main Power Cord
PART#2095101



Xbox 360® Wireless Controller Cable 2P x 1
PART#2095002



Side Panel Connection Brackets x 2
PART#2091151

Xbox 360® Wireless Controller Cable 1P x 1
PART#2095001

2.2 Hardware Included

Keys for Sliding Door x 4
PART#VARIES
FOR LOCK PART#2094051

Keys for Coin Door Top x 2
PART#VARIES

Keys for Coin Door Bottom x 2
PART#VARIES

Keys for Control Panel x 2
PART#VARIES
FOR LOCK PART#2094041

Keys for Back Doors x 4
PART#VARIES
FOR LOCK PART#2094061

Black Washer x 8

Playstation Analog Bracket x 2
PART#2093161

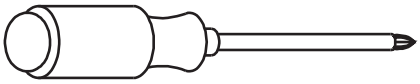
Black Bolt Short x 4

Black Bolt Long x 4

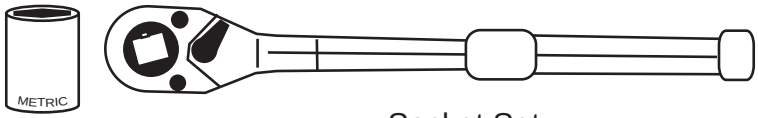
Security Screw x 8

Security Screw Driver x 1

2.3Tools Required

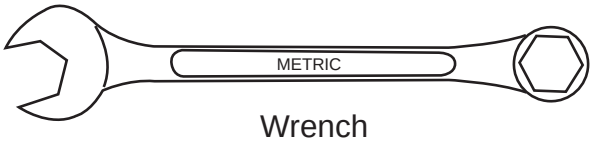


Phillips Screw Driver



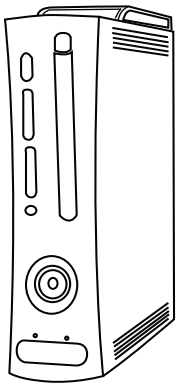
Socket Set

OR

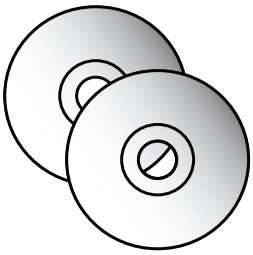


Wrench

2.4 Not Included

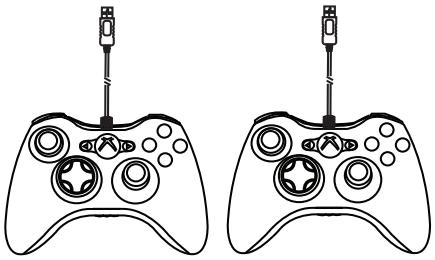


Retail Xbox 360®
Video Game System



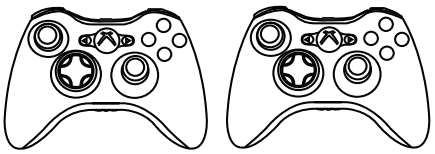
Retail Xbox 360®
Video Game Disk

OR



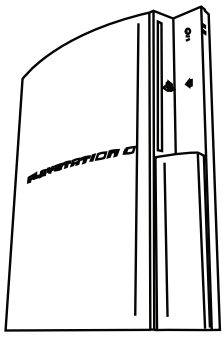
Xbox 360®
Wired Controllers

OR

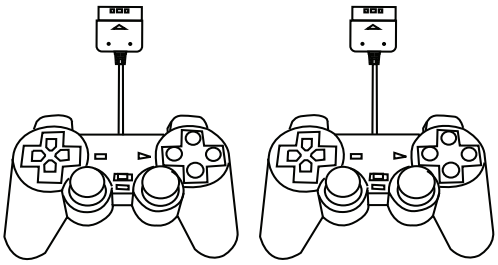


Xbox 360®
Wireless Controllers

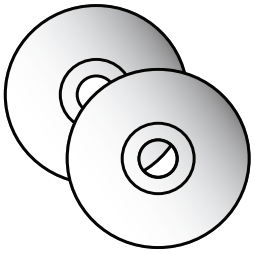
OR



PLAYSTATION® 3
Video Game System



PlayStation®2
Wired Controllers
(NOT PLAYSTATION®3 controllers)



PLAYSTATION®3
Video Game Disk

2.5 How GameGate™ Works

The Xbox 360® and PLAYSTATION®3 are DVD based game systems. The owner of the Game Gate™ VU selects a game from the approved list of game titles and inserts it into the disk drive of the Xbox 360®/PLAYSTATION®3.

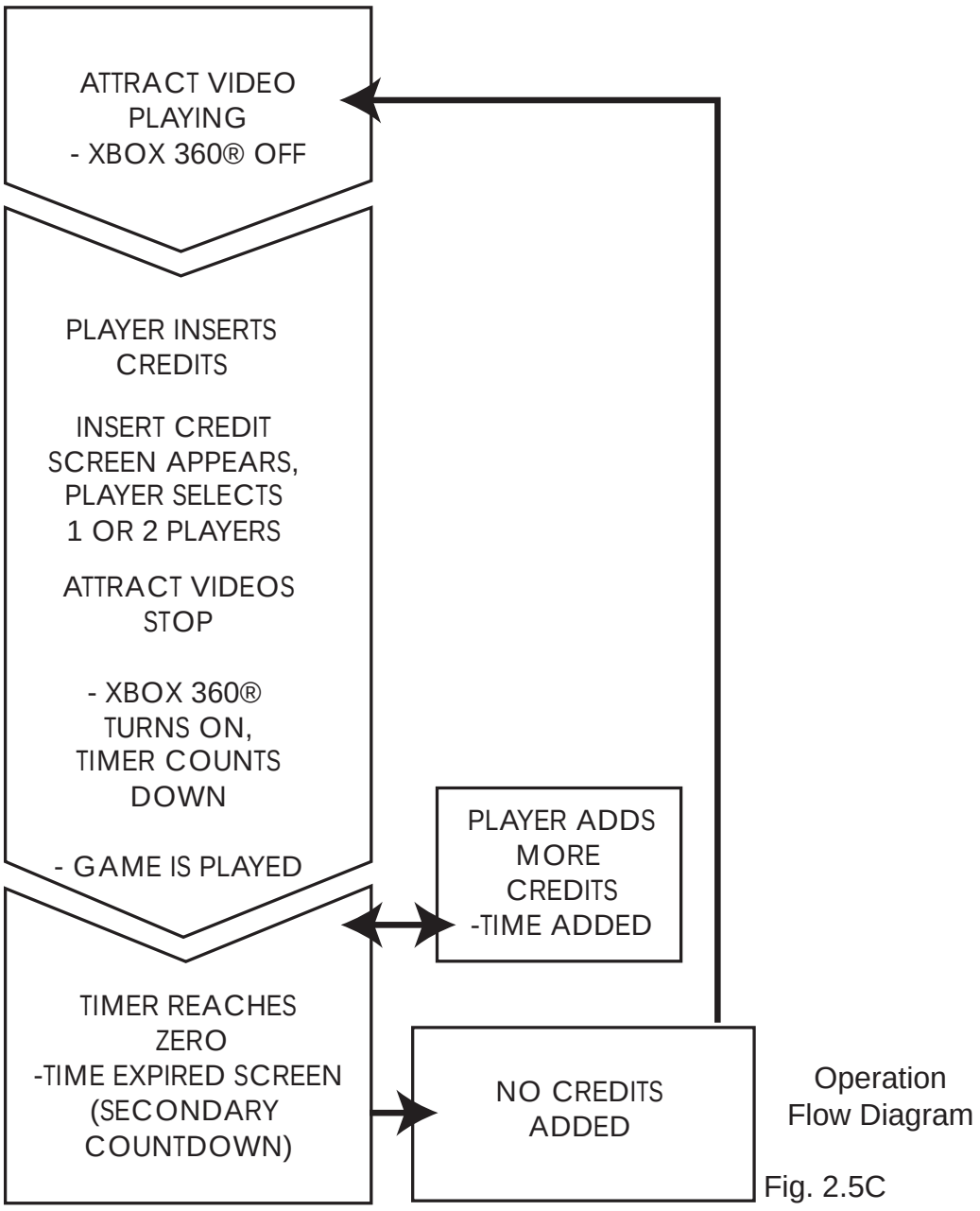
When Game Gate™ VU is not being played, the game console is turned off to minimize wear. To avoid the screen from being blank when not in use, the Game Gate™ VU will play looping videos from the micro-computer in the cabinet. The video's purpose is to attract the player and also educate the player on how to operate the game. There are over 100 different games that are licensed to play on the Game Gate™ VU. Therefore there are many different attract videos, all of which cannot be loaded onto the computer (RMT); and many new games are released each month, each of which has a corresponding attract video. The owner must upload the video files through a USB flash drive into the computer in the Game Gate™ VU for attract sequence purposes. Attract video files can be found on

When a player (end user) inserts money into the Game Gate™ VU, a message appears on the LCD screen prompts the player to select a 1 player or a 2 player game by pressing the corresponding pushbutton on the cabinet. Once the number of players is selected, the Xbox 360®/PLAYSTATION®3 will power on and the looping video will stop playing. The video on the screen will switch from the computer video to the game. If a 1-player game is selected, only one game controller will be operable. If a 2-player game is selected, both controllers will operate. The amount of time the player can play is dependent on the amount of time set per credit by the operator and the amount of credits inserted. The LED matrix on the cabinet displays the time as it counts down to zero.

Fig. 2.5A

The player uses the handheld controllers to operate the game. When the timer reaches zero, the video switches to a "Time Expired" screen with a 20 second countdown (game is paused in the background)."If the player adds credits before the 20 seconds expires, the video will switch back to the game and the player can resume play, a new gameplay countdown is initiated. If the player does not add more credits during the "Time Expired" screen, the game system shuts off and the looping attract video sequece resumes play. In this manner the Game Gate™ VU is not a skill/reward based system, but a simple rental of time to use the equipment.

Fig. 2.5B


ATTRACT VIDEO PLAYING
- XBOX 360® OFF
PLAYER INSERTS CREDITS
INSERT CREDIT SCREEN APPEARS, PLAYER SELECTS 1 OR 2 PLAYERS
ATTRACT VIDEOS STOP
- XBOX 360® TURNS ON, TIMER COUNTS DOWN
- GAME IS PLAYED
PLAYER ADDS MORE CREDITS -TIME ADDED
TIMER REACHES ZERO -TIME EXPIRED SCREEN (SECONDARY COUNTDOWN)
NO CREDITS ADDED

Operation Flow Diagram

Fig. 2.5C

2.6 Number Of Players Overview

Add Player

In the case where a one player game is in progress the second player controller will not operate. If a second player wishes to join the first player game while a game is already in progress, the second player must press the “Two Player Game” button. A screen will appear and request that the first player confirm this action by pressing the flashing “One Player Game” button

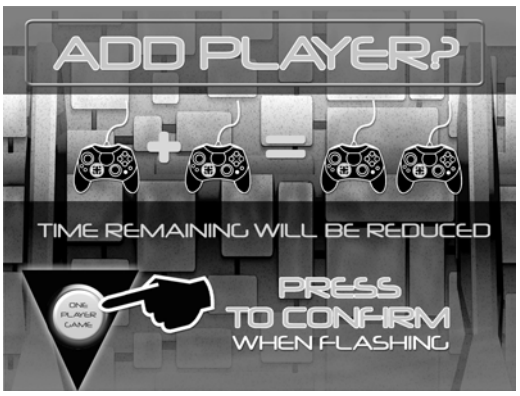


Fig. 2.6A

Adding a second player mid game will reduce the amount of time (in half, for example). So, if 5 minutes remain when the one player game is in progress, and a second player is added, the time remaining will reduce to 2 minutes and 30 seconds.

Remove Player

If a two player game is in progress, both controllers will function. A second player can leave a game in progress by pressing the “One Player Game” button. A screen will appear and request that the action be confirmed by pressing the flashing “Two Player Game” button. Many games do not allow a second player to just drop mid game, so Game Gate™ VU must reset the game system and the first player will need to start from the beginning. Time remaining will increase (double, for example). For example, if there were 5 minutes remaining for a two player game, and the second player is dropped, the new time remaining will be 10 minutes.

Fig. 2.6B

Number of Players Game Limitations

Some games are only capable of one player. In the case where a one player game is installed in the Game Gate™ VU, the system should be set so that a second player cannot be added to prevent the end user from wasting money activating the second controller. See section “System Settings” for more information.

Also, some games do not allow a second player to jump in mid-game. In this case the game system must reset to add the second player. Time will still be deducted for adding the second player, but the screen will warn the first player that “Game Will Reset” if confirmed.

Fig. 2.6C

Reset Game

If a player is frustrated with the game in progress and wishes to start the game from the beginning, this can be accomplished by pressing the “Reset” button on the front of the cabinet. A screen will appear requesting the player to confirm this action by pressing the flashing “One Player Game” button.

Fig. 2.6D

2.7 Feature Pinouts

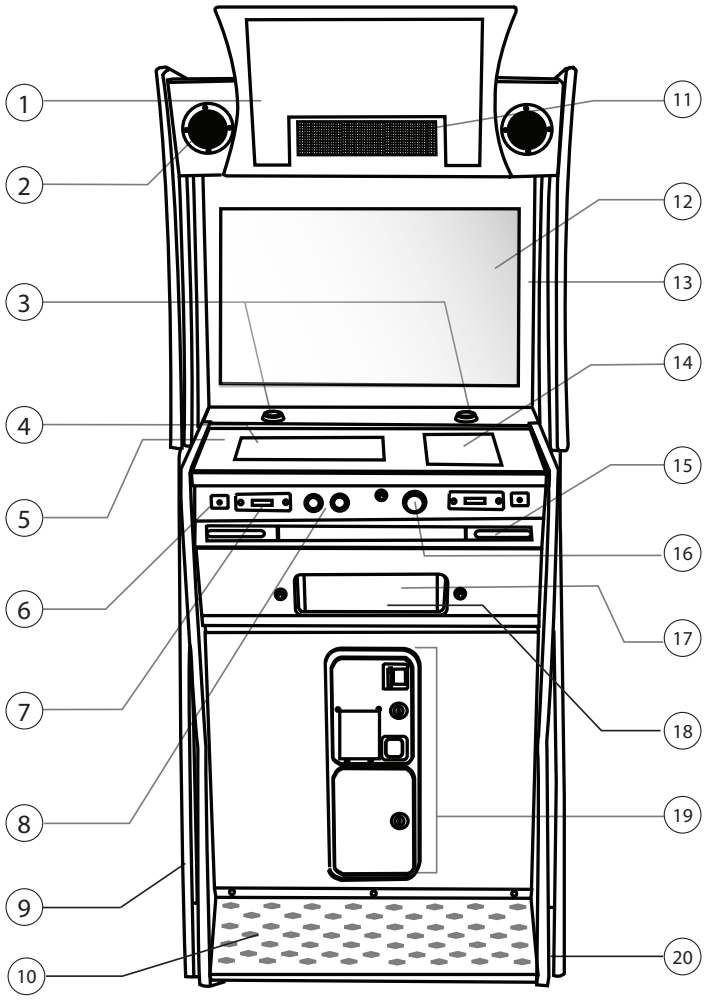


Fig. 2.7A

1) Backlight Marquee - illuminated by 50 white LEDs. Graphic panel is compressed between two acrylic panels and can easily be customized.

2) High powered speakers - ear level, subwoofer down below with separate volume control.

3) Illuminated player start buttons - for 1 or 2 player game, operator can earn more for two player games.

4) Backlight game instruction - graphic can easily be replaced for custom instructions and details.

5) Tempered glass control panel cover - graphic underneath can easily be change. Control panel is removable for upgrades, such as arcade kiosk keyboard and mouse panels.

6) Headphone input jacks - 3.5mm headphone jacks for players to hear the gameplay in more detail.

7) Memory unit port - players can load their profile (Xbox 360® only) by inserting an Xbox 360® memory unit. Also allows players to save progress. Available for player 1 and player 2. Blanking plate included for PS3 use.

8) Headphone volume control - players with connected headphones can adjust the volume level of the headphones, independent of the game speaker volume.

9) Lighting effect side panels - over 80 bright colored LEDs illuminate to communicate game status and attract the player.

10) Aluminum tread plate - footrest and ideal for barstool configuration.

11) Green LED scrolling display board - 1152 bright LEDs attract player, communicate custom messages, display time remaining and game status.

12) 32" LCD - high definition LCD, 16:9 widescreen 1366x768 resolution.

13) 3/16" tempered glass bezel

14) Game case holder - quickly install the retail game case of the game installed to communicate game rating, protected under 1/8" tempered glass.

15) Game controller slots - left player can slide to center for single player game sessions (or operator an lock into place).

16) Reset - players can reset the game system mid game to start from the beginning if desired.

17) Game console window - identifies the console installed, and is illuminated to attract players. 3/8" thick acrylic is theft proof.

18) Sliding acrylic door - with key can slide to gain easy access to the game CD drawer, but not be able to remove the game system.

19) Over under coin door - includes mech. Some models may have an electronic mech or bill validator (optional).

20) Casters/leg levelers

User Interface Panel

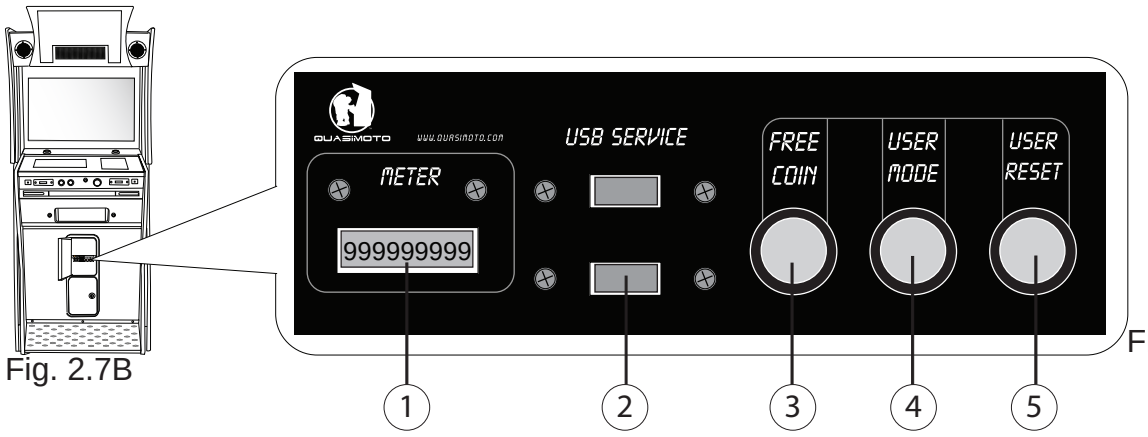


Fig. 2.7B

Fig. 2.7B

1) Coin meter - non-resetting meter displays the number of coin drops, free coin credits do not increase this meter. A free coin meter can be added if desired.

2) USB Service ports - connects a keyboard, mouse, and/or USB flash drive to the Game Gate™ VU.

3) Free Coin - adds credits to the system without increasing the coin meter. Use for testing purposes.

4) User Mode - use for technical support purposes not detailed in this manual.

5) User Reset - use for technical support purposes not detailed in this manual.

Rear Connection Panel

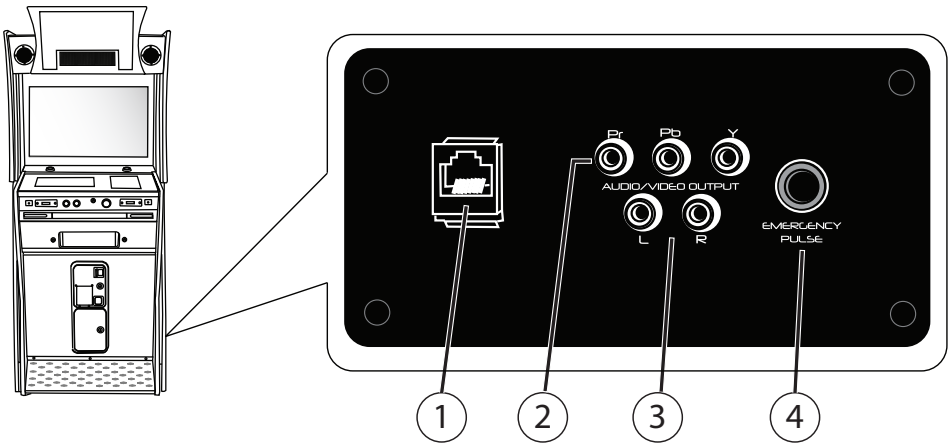


Fig. 2.7C

1) Network Jack - RJ45 network jack, connects the Game Gate™ VU and/or game console to a LAN and the internet.

2) Component video output - connect an external display to attract more players.

3) Stereo output - connect an external amplifier to attract more players and enhance sound.

4) Emergency jack - optional 6.3mm (1/4”) mono jack for emergency pulse (i.e. fire alarm)

Master Volume Control

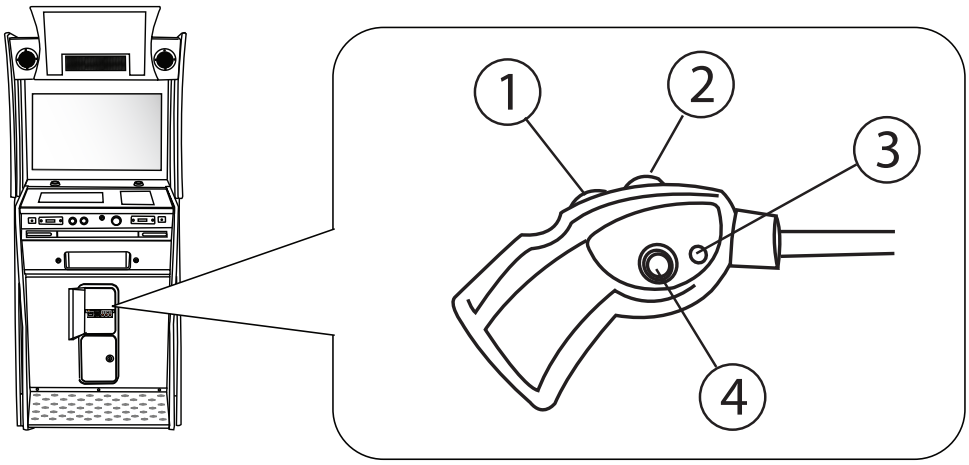


Fig. 2.7D

1) Bass - Controls the level of the lower frequencies output by the subwoofer.

2) Volume - controls the master volume level. Volume is also controlled by the software settings (see “Section 6: System Settings” for more information).

3) LED - shows the power status of the sound system, should be lit green when the Game Gate™ VU is plugged in. If this is not lit, make sure the power supply connected to the subwoofer is connected to the power strip. Also make sure that the power button (#4) is pressed down.

4) Power button - should be pressed down at all times.

2.8 Security Overview

Game Gate™ VU includes 5 different keys, for 5 different locks on the cabinet.

Back door keys – use for the back two doors, required for cabinet assembly and installation of video game system

Control panel key – use for the control panel to change the retail game case and instruction graphics

For higher security on the control panel key, reach from the back of the cabinet inside to under the control panel and push the latch to the left. This will prevent the control panel from opening even if the lock is picked.

Fig. 2.8A

Game window keys – keyed different from the control panel key, the game window keys only allow access to change the game disk by sliding the door to the left (PLAYSTATION®3) or right (Xbox 360®). For higher security, insert the machine screws into the locks, which will prevent the window from sliding even if unlocked. We recommend to keep at least one machine screw in the left if using Xbox 360®, and right if using PLAYSTATION®3.

Fig. 2.8B

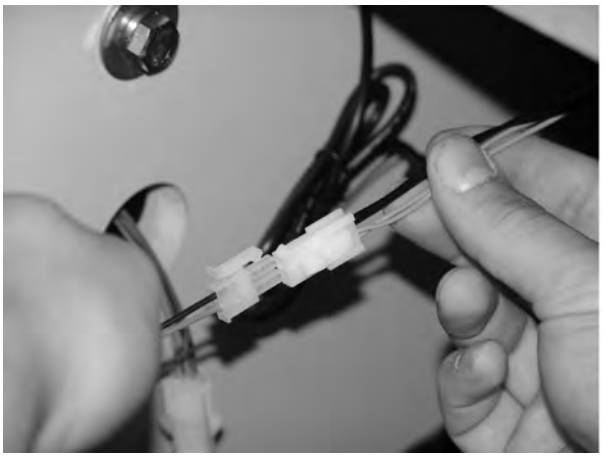
Coin door keys – there are two sets of two keys for the top and the bottom coin door.

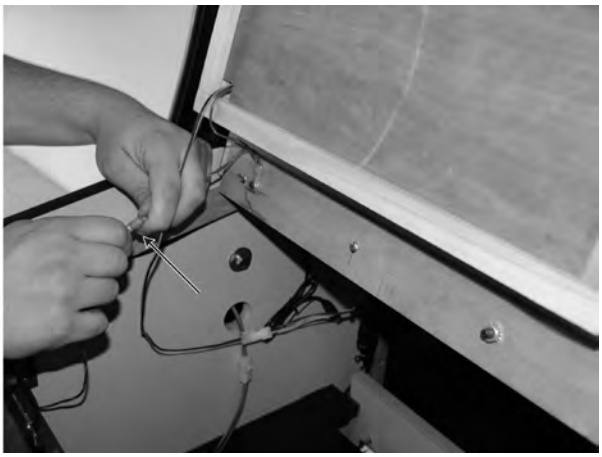
3. SETUP INSTRUCTIONS

3.1 Basic Setup Instructions

1 Unlock and remove the lower and upper door.

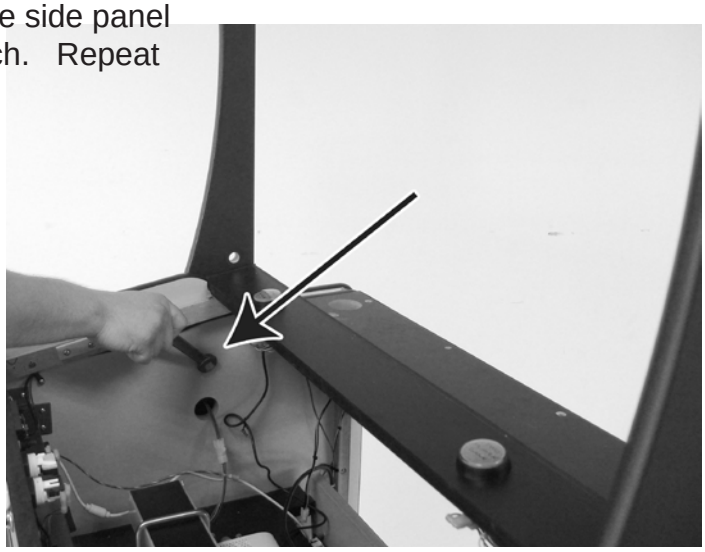
2 Open the control panel using the control panel key and lift up on the panel. Disconnect the green/yellow ground cable at the connector. Disconnect the yellow and black power harness. Remove the control panel and set to the side.





3 Remove the control panel brackets from inside the cabinet and insert the side panel brackets in the gap between the side panels on the left and right as shown.

4 Insert the long bolt (55mm) and washer into the hole on the inside of the cabinet, through the side panel and bracket arm. Tighten with a wrench. Repeat for other side.



BEFORE PROCEEDING:
MAKE SURE THE LEG LEVELERS ARE IN THE DOWN POSITION SO THAT THE CABINET WILL NOT ROLL DURING THE SETUP.

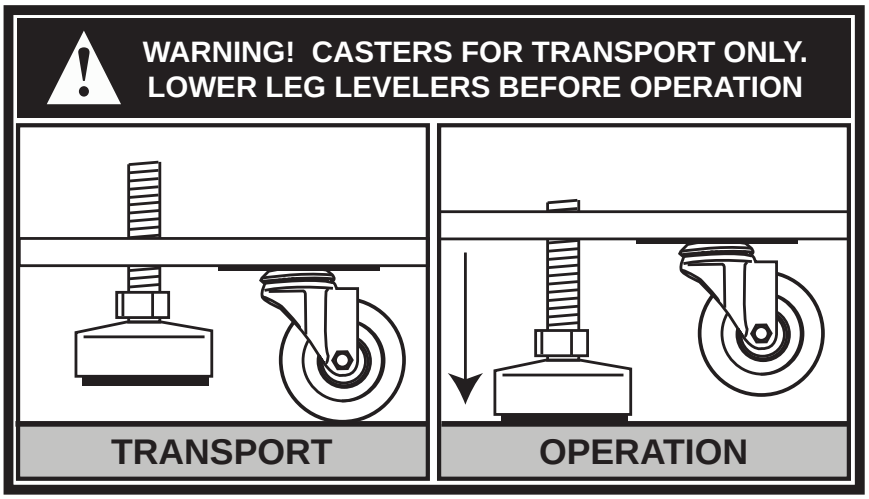
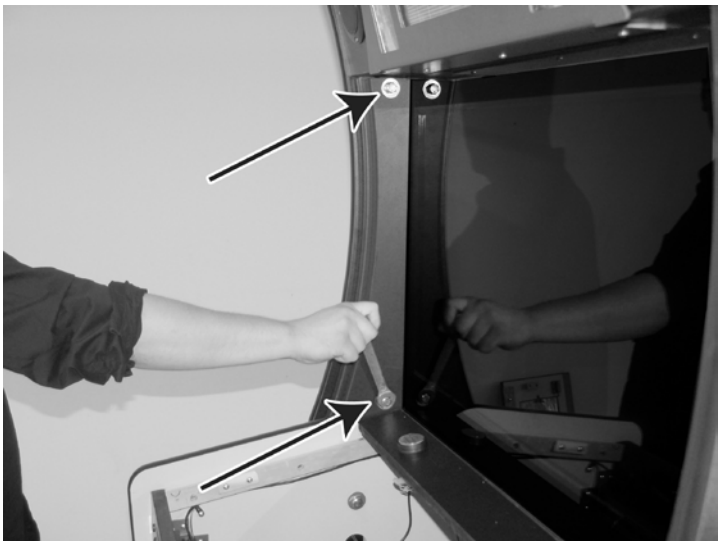


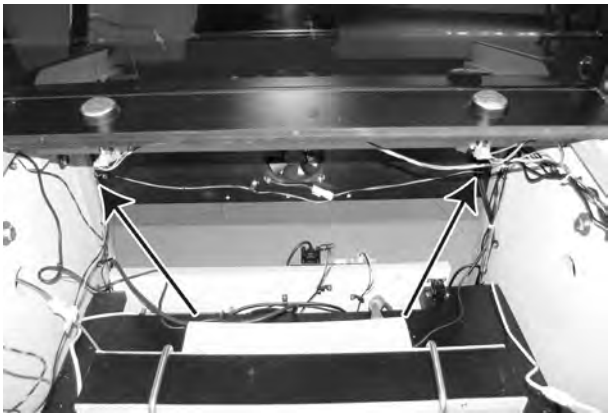
Fig. 3.1E

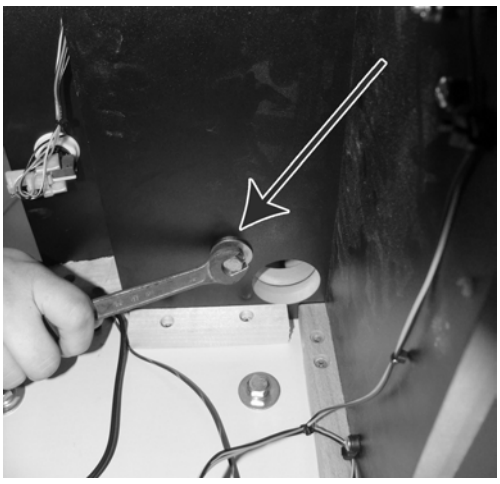
5 With the help of a second person, lift the top over the side panel brackets and set on bottom of unit as shown.

6 Insert two shorter bolts (40mm) with washer in each side panel bracket as shown and tighten with a wrench. Repeat for both sides (4 bolts, 4 washers total used).



7 Locate the bolt holes on the left and right underside of shelf. Insert and tighten 2 bolts longer bolts (55mm) and washwers between top of base unit and bottom of top unit as shown, and tighten with wrench.





8 Make sure the power is correct for your region. Check the power strip in the equipment. If you are in a 220VAC area and the power strip inside the cabinet is a USA style power strip (not-universal), you will need to replace the power strip with the multi-country power strip included.

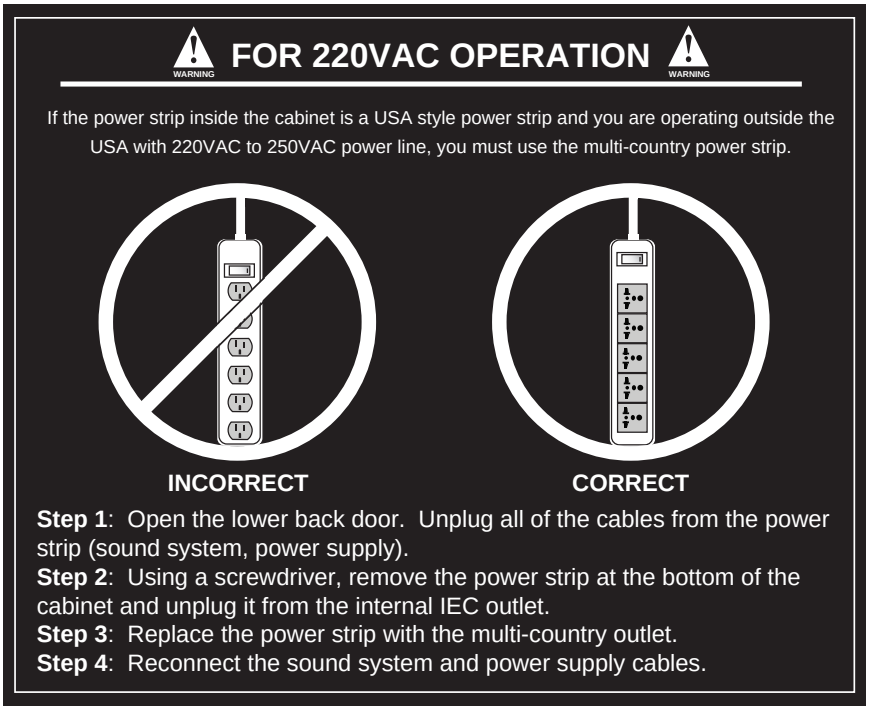
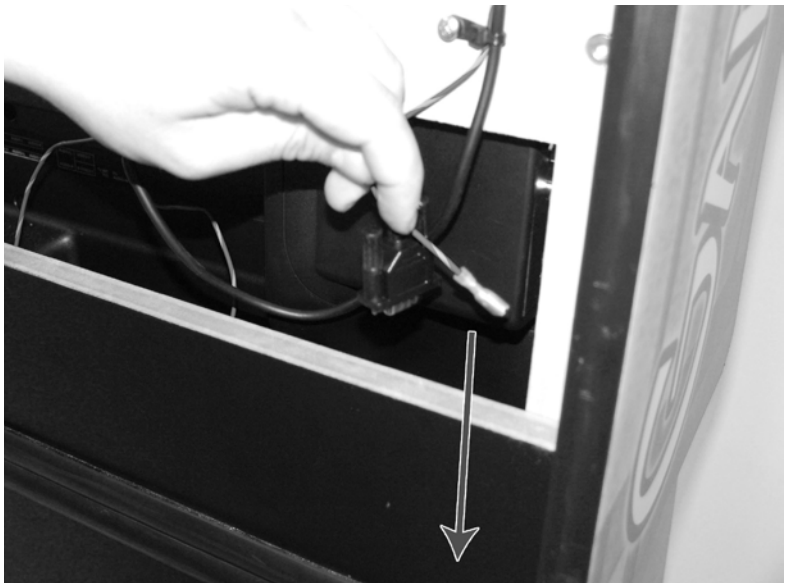

WARNING
FOR 220VAC OPERATION
WARNING
If the power strip inside the cabinet is a USA style power strip and you are operating outside the USA with 220VAC to 250VAC power line, you must use the multi-country power strip.
INCORRECT
CORRECT
Step 1: Open the lower back door. Unplug all of the cables from the power strip (sound system, power supply).
Step 2: Using a screwdriver, remove the power strip at the bottom of the cabinet and unplug it from the internal IEC outlet.
Step 3: Replace the power strip with the multi-country outlet.
Step 4: Reconnect the sound system and power supply cables.

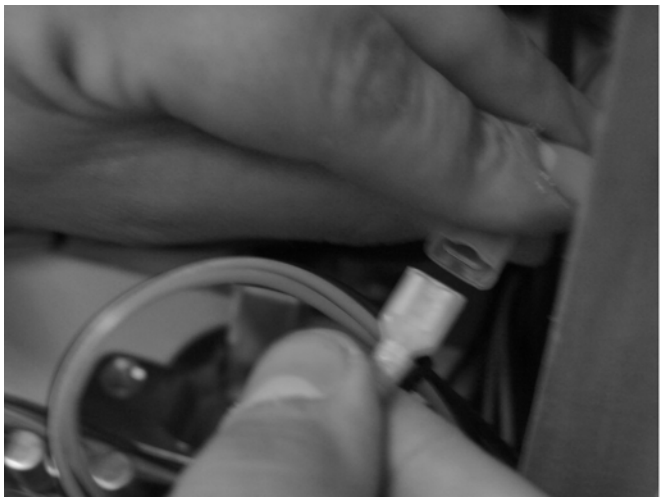
Fig. 3.1I

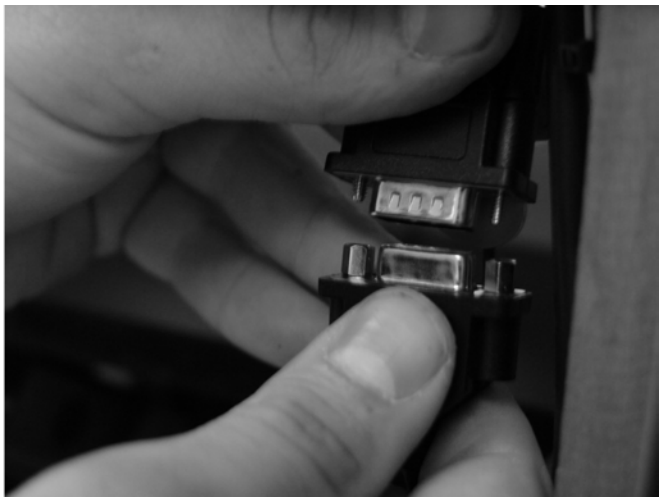
9 Locate the power cord for the LCD in the bottom of the cabinet, which is on the right side. Feed the power cord to the top of the unit through the hole as shown. Connect the power cord to the AC input jack on the left side of the LCD.

10 Feed the two remaining cables in the upper cabinet down the left side of the cabinet though the opening.



Connect the two cables to the mating connectors in the cabinet base.



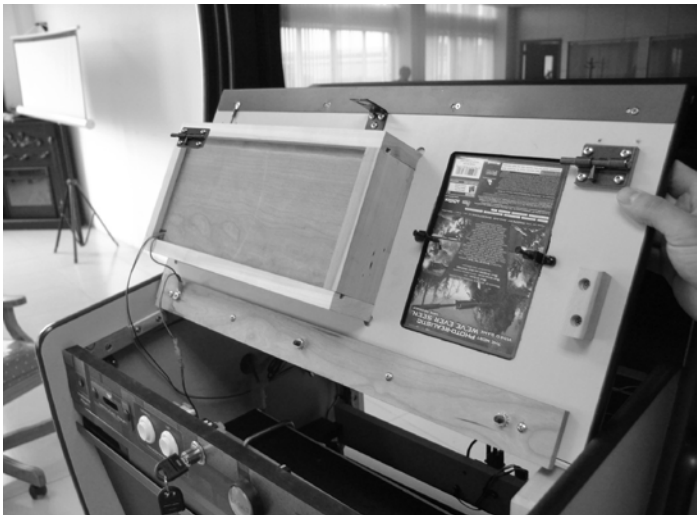


11 Locate the RCA (red, green, blue) cables in the base hanging on the left. Feed the cables up into the top unit as shown.

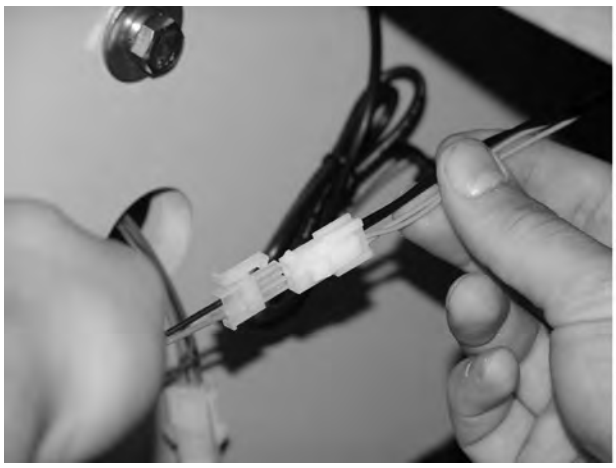
Connect the red, green, and blue connectors to the component video input on the LCD (match the colors).

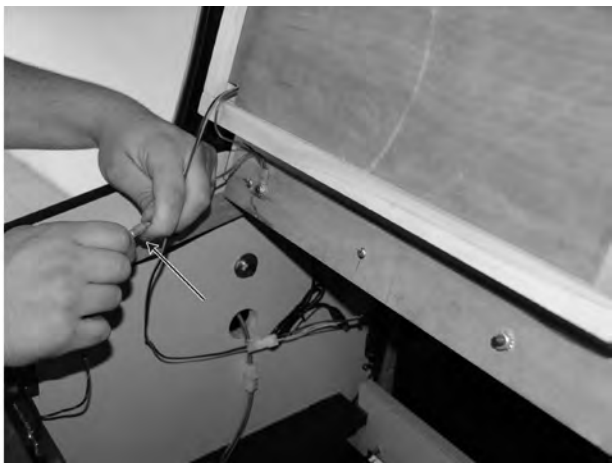
12 Install the Xbox 360® or PLAYSTATION®3 (see “Section 4: Installing a video game system” for step-by-step instructions and then return to this section of the manual).

13 Prop the control panel back on the unit to steady for installing the retail game case and reconnecting the cables.



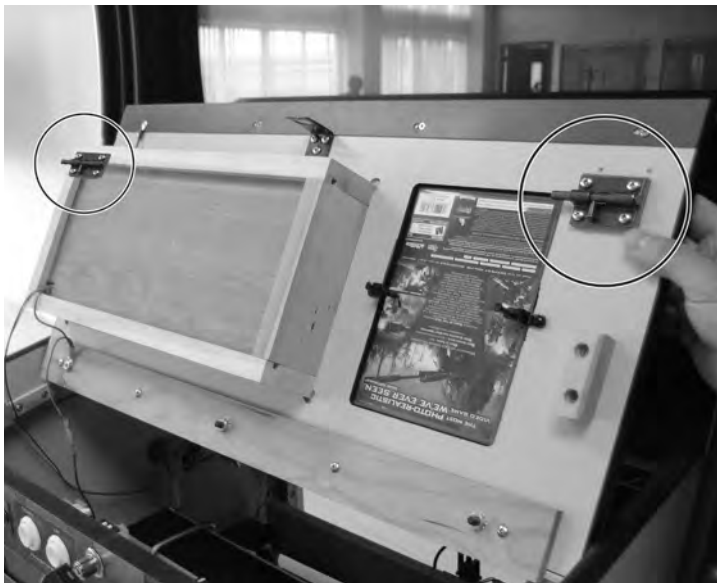
13 CONTINUED
Reconnect the yellow/black and green/yellow cables.





Replace the control panel at an angle and snap back into position. Turn the lock to re-secure the control panel.

OPTIONAL: For improved security, from the back of the cabinet push the latch into the right and left sidewall which will make it impossible to open if the lock is picked.



14 Reinstall upper and lower doors and lock cabinet.

15 Connect the power cord to the back of the cabinet and to a wall outlet.

16 If this is your first time using the equipment, see “Section 5: Activation and Renewal.”

17 To adjust the system settings, see “Section 6: System Settings.”

3.2 Connecting an External Display and Speaker System

The Game Gate™ VU features a component video output on the back panel, which can be very helpful to show the gaming public in larger detail the game that is being played. Use the component video and audio output jacks as shown to enhance the game experience and to attract more players. You must use a high definition monitor with component video input to receive an image from this external monitor output.

Note: Component video and audio cables are not included. See your local electronics retailer.

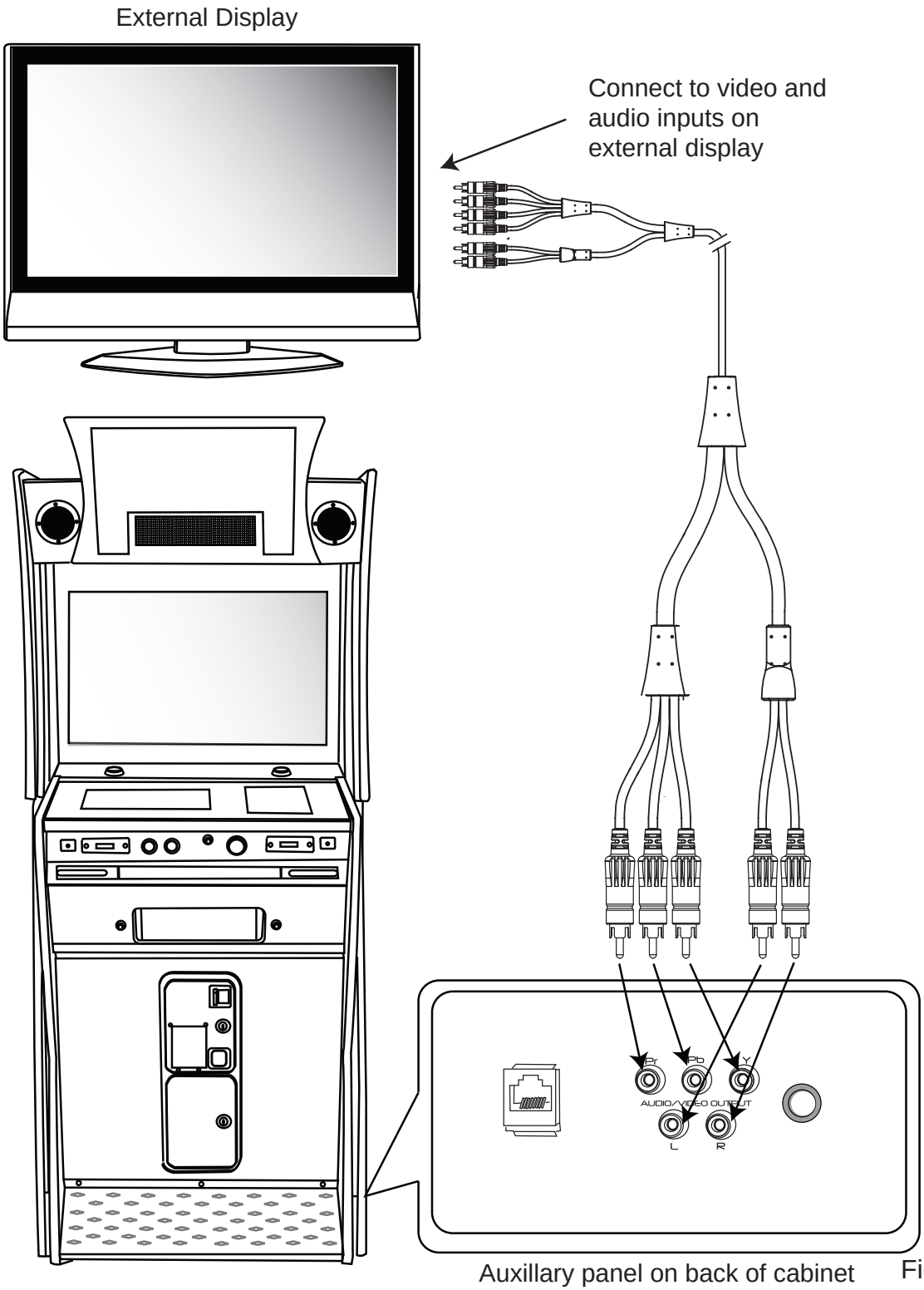


Fig. 3.2A

3.3 Connecting Game Gate™ VU to your Network

Game Gate™ VU can be connected to your Local Area Network (LAN) as well as the internet.

LAN Connection
LAN connection will promote on-site network gaming allowing multiple Game Gate™ VUs in a single location to play with/against each other via system link. In this manner, even if a location does not have internet access, the Game Gate™ VU experience can still be improved, such as with a row of Game Gate™ VUs playing together in the same building. The standards for networking a number of units is the same process as that when networking a group of computers.

If there are only two Game Gate™ VUs and no internet connection, a single Ethernet cable can be installed connect the two units for system link play (not all games support system link, refer to your software documentation for details).

Connecting 2 Game Gates
with 1 Ethernet cable

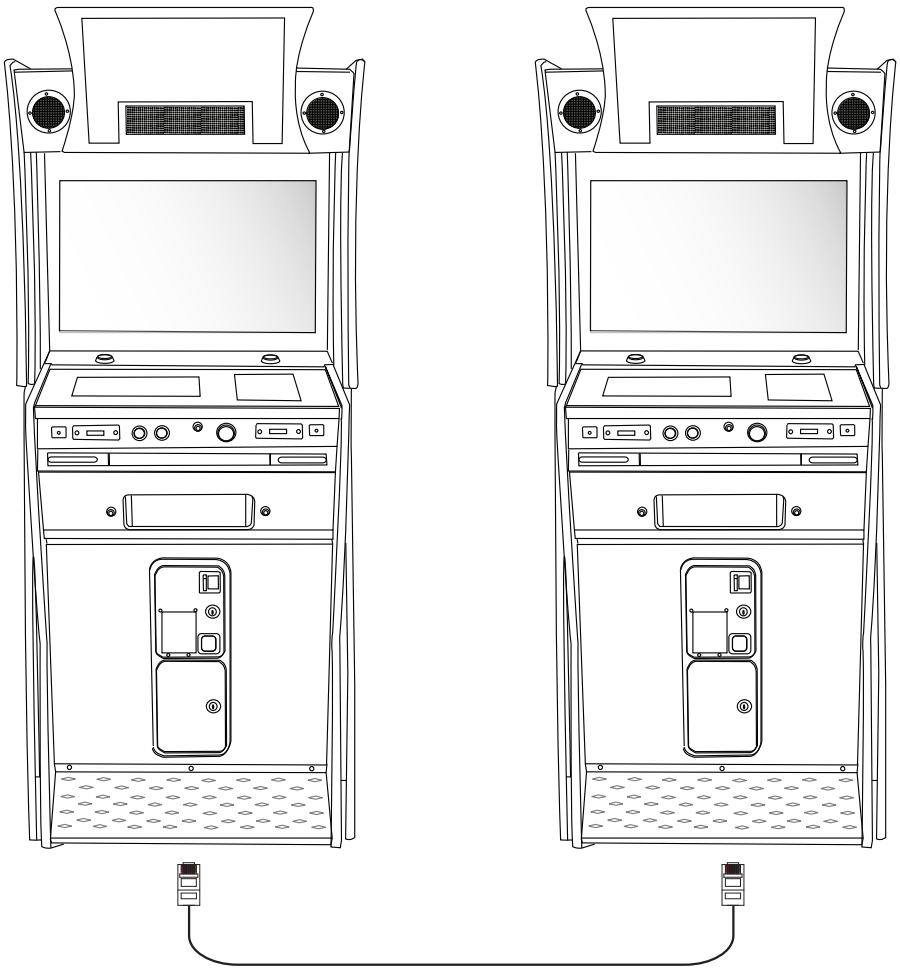


Fig. 3.3A

If you have more than two Game Gate™ VUs at a single location and desire system link capabilities, you will need to obtain an Ethernet switch box or router (not included, inquire with a local electronics retailer). Connecting the systems can be wired as below.

Connecting Multiple Game Gates
with a Switch or Router

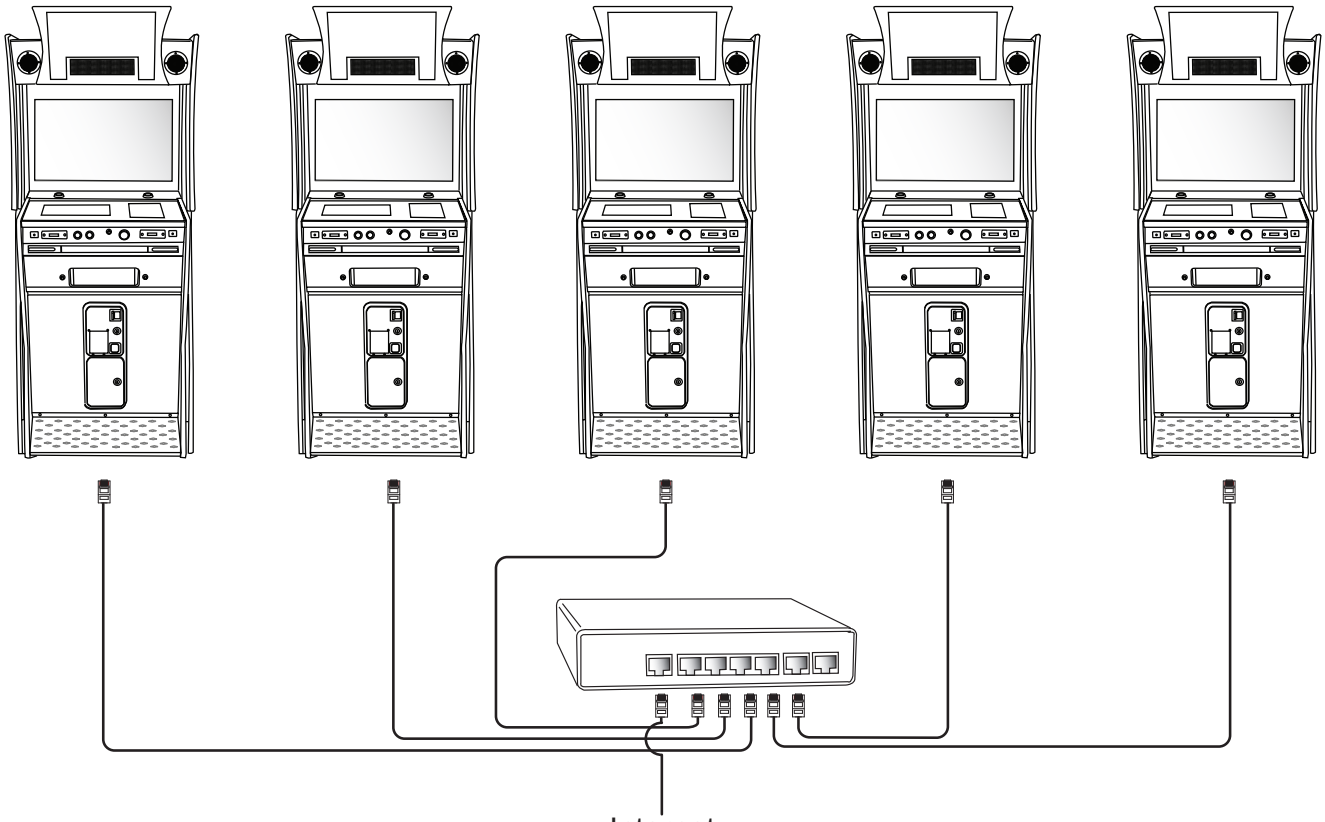


Fig 3.3B

If you have a wireless router, and install a wireless USB receiver (not included, inquire with a local electronics retailer) into the ATX motherboard you can achieve the same results as above without the wires. Each Game Gate™ VU will need to be setup to sync with your wireless router (see “Section 6: System Settings” for more information).

Connecting Multiple Game Gates
with a Wireless Router

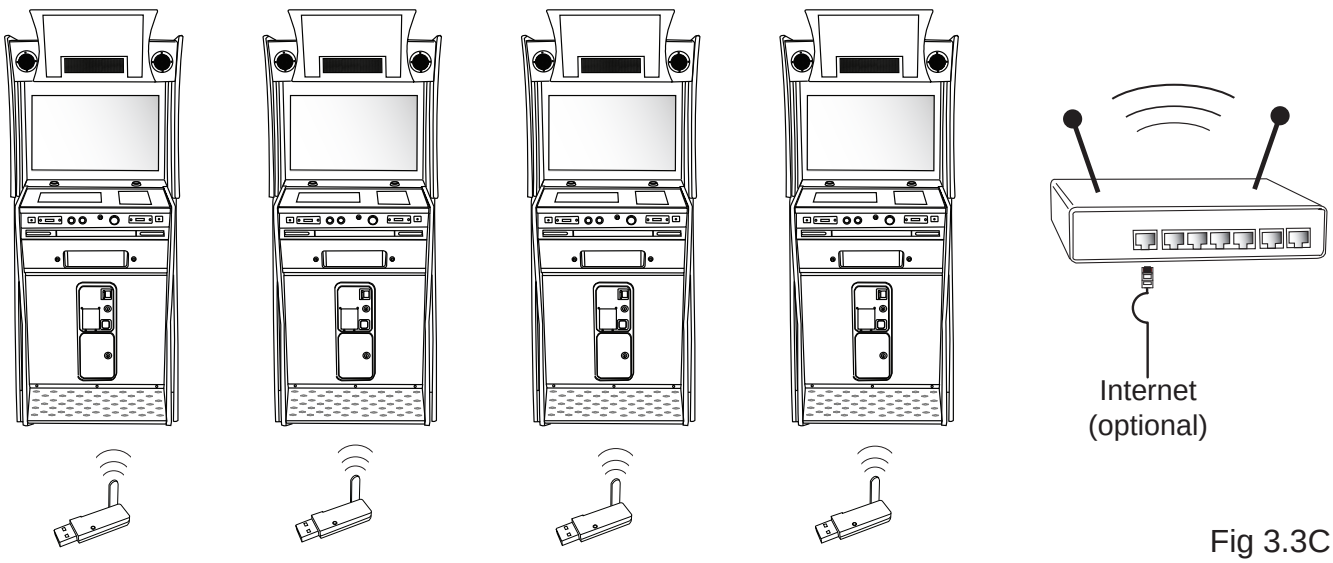


Fig 3.3C

Connecting the Game Gate™ VU to the internet has the following advantages:

1) The video game console can be used for online play. (Ethernet cable must be connected to the video game console, see “Section 4: Installing a Video Game System” for details). Some license restrictions apply to online gaming. Refer to your license agreements for details.

2) Game Gate™ VU settings and updates can be applied remotely through the registration server (service not available in all areas).

3) Operator can monitor Game Gate™ VU status and manage the system remotely, such report cash box (service not available in all areas).

4) License renewal can be done directly through the internet, bypassing the need for the USB flash drive (service not available in all areas).

3.4 Sliding Controller Bracket

In the case where a single player game is started, it is more ergonomic for the player to use the controller in the center of the machine. This is an optional feature that you may wish to enable. Game Gate™ VU ships with the left player locked in position (the right player is not adjustable). To release the left player and allow the controller to slide, simply open the control panel and remove the set screw as shown in the diagram below.

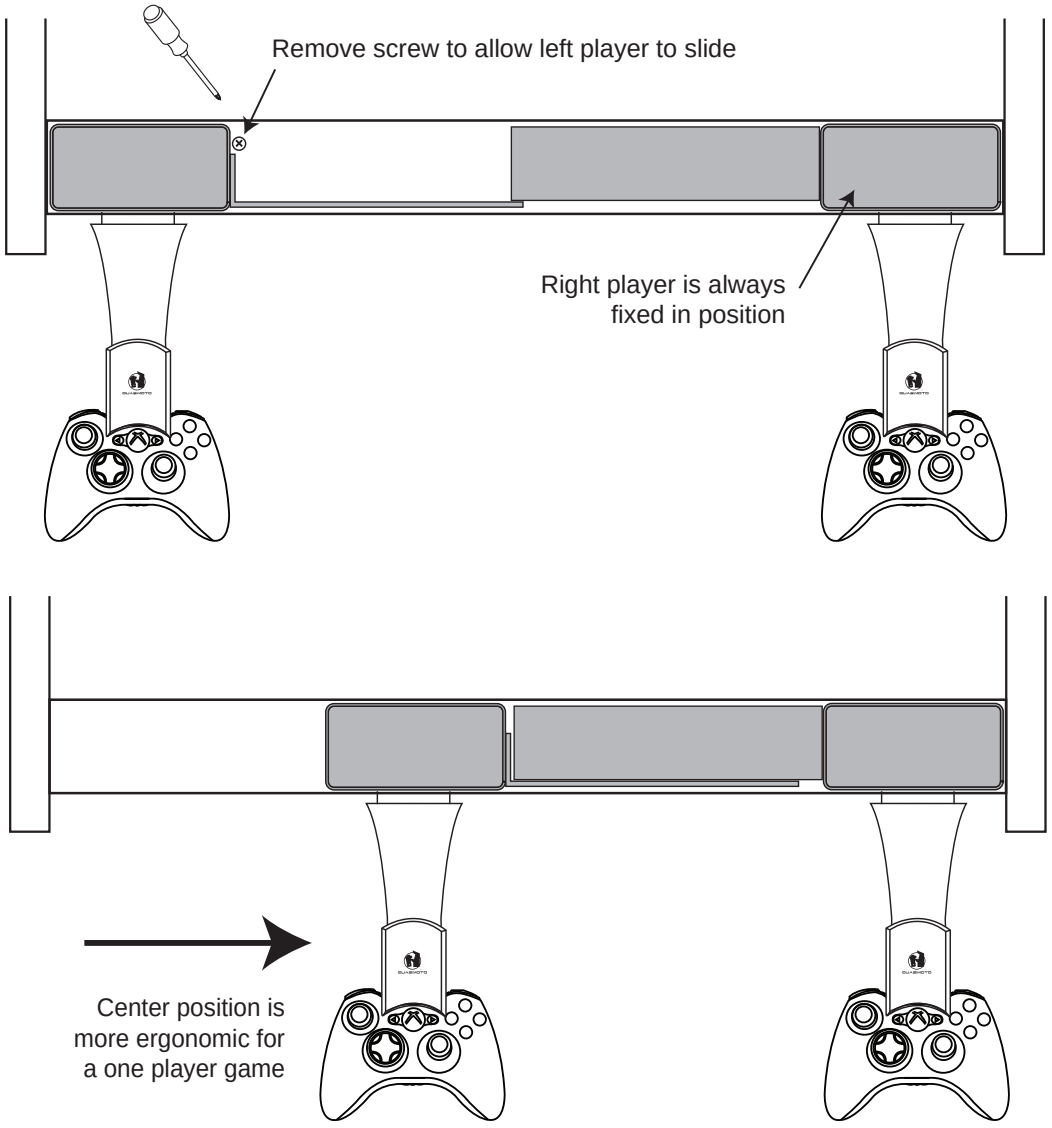

Remove screw to allow left player to slide
Right player is always fixed in position
Center position is more ergonomic for a one player game

Fig. 3.4A

3.5 Setting Master Volume and Bass

Game Gate™ VU has several volume settings that are adjusted by the software, for example the volume level in the attract mode versus the volume level during play mode (see Section 6.1). However, the settings in the software are only relative to the master volume level, which is set using the dials on the volume control module, which is located behind the top coin door. Open the top coin door to access the module (see Fig 2.7D). Adjust the volume to your preference using the dials.

3.6 Installing a Bill Acceptor

Quasimoto recommends MEI's AE2600 upstacking bill validator. The 2400 series may also be used, but function may be limited for bills higher than $5. Please check to make sure the acceptor can read the newer style bills. For details please visit MEI's website at www.meigroup.com

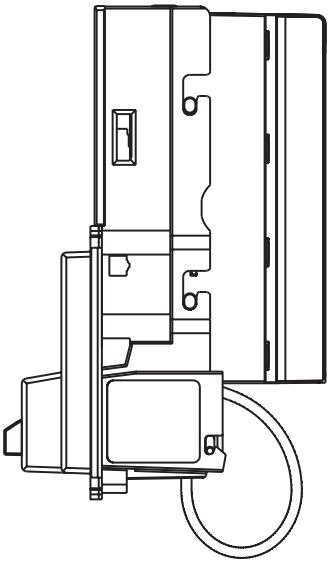


Fig 3.6A

1 Remove the metal blanking plate from the upper door. Use a wrench to remove the 4 nuts.

2 Insert the bill acceptor body into the opening. Reinstall the 4 nuts and tighten with wrench

3 If the bill acceptor is a 110VAC version, and you are in 110VAC area, plug the BA into an available outlet on the inside of the cabinet.

4 Connect the bill acceptor to the timerboard in the correct location as shown. (J16).

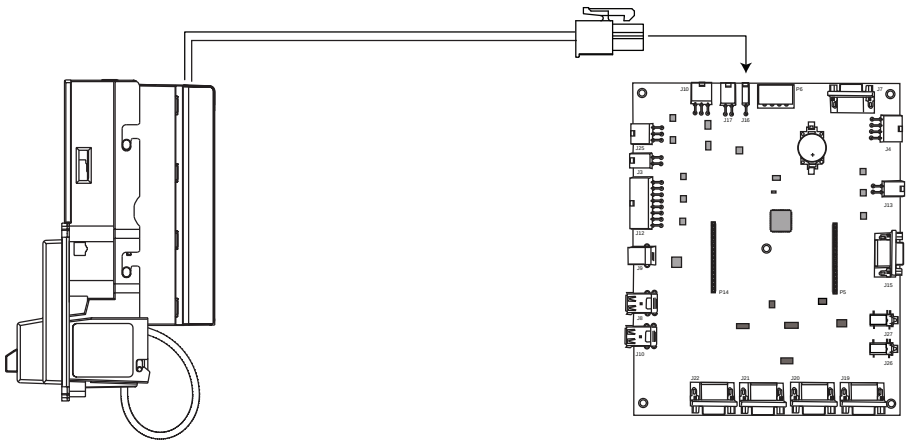
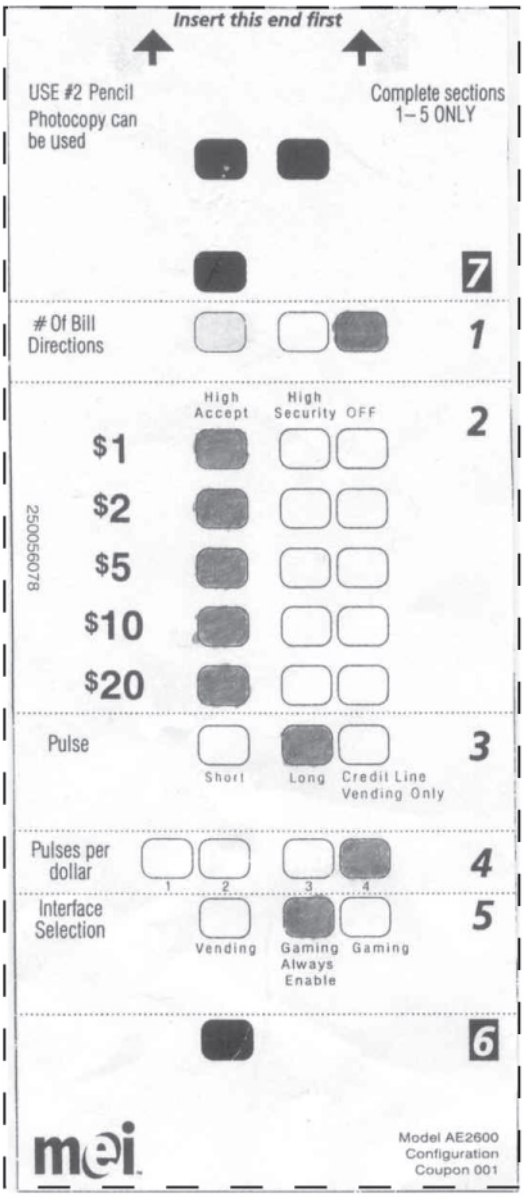


Fig. 3.6B

5 Be sure that the bill acceptor is properly programmed. Follow the instructions included with the bill acceptor, and insert the scan program document with the following information (an additional copy of this information is located at the end of the manual, which can be cut out and inserted):

Cut this template out
for AE2600 programming



4. INSTALLING A VIDEO GAME SYSTEM

4.1 Installing The Xbox 360®

The following section details 20 steps on how to install the Xbox 360® video game system hardware into the Game Gate VU™ cabinet. In this section you will learn how to install the external memory sockets, secure the Xbox 360® to the cabinet, connect the audio and video, connect the power, and install the handheld controllers. If you intend to install a PLAYSTAION®3 to the cabinet, please move to the next section “Installing a PLAYSTATION®3.

There are several different versions of the Xbox 360® available at retail. Game Gate™ VU is compatible with all of the versions, which vary only slightly by the accessories included with each. At the time of this manual, there are three versions available:

Arcade - includes the core system with no harddrive, 512mb of internal memory, a small collection of games, and a wireless controller.

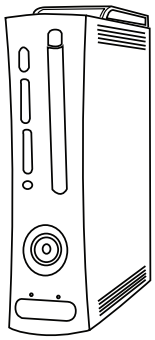
Pro - includes the core system with a small harddrive and is usually bundled with full retail software version, as well as a wireless controller.

Elite - color is black instead of white, includes a large hard drive and is usually bundled with full retail software, and a black wireless controller.

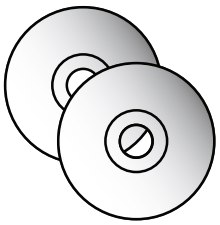
The “Arcade” version is the least expensive and is recommended by Quasimoto for use with the Game Gate™ as the hard drive offers limited benefits to Game Gate™ VU operators.

Since each console only includes one controller, you must purchase the second controller. **DO NOT buy off-brand (third-party) controllers as they will not fit the controller brackets included with the Game Gate™ VU. Only purchase Microsoft brand (first party) controllers.**

To install the Xbox 360® you will need the following components available at your local electronics retailer:

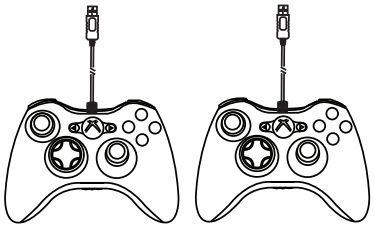


Retail Xbox 360®
Video Game System



Retail Xbox 360®
Video Game Disk

OR



Xbox 360®
Wired Controllers

Xbox 360®
Wireless Controllers

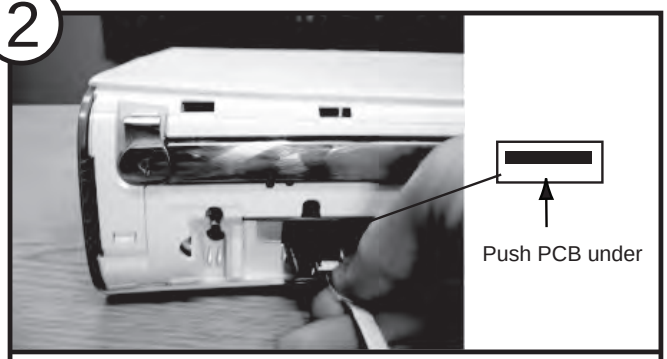
4.1A Xbox 360®: Memory Socket Connection

Parts needed: Xbox 360® Memory Socket Cable x 2
PART#2095031

1

Remove the Xbox 360® faceplate

2

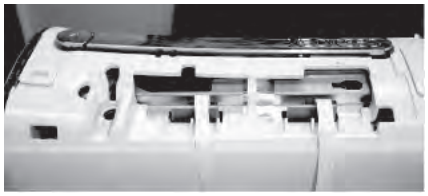


Insert the Xbox 360® Memory Socket Cable into the left memory unit port. Electrical contacts face up as shown.

3

Repeat Step 2 for right side memory unit port using the second Xbox 360® Memory Socket Cable.

4



Wrap the ribbon cable under the Xbox 360® console and replace the faceplate. Note that ribbon cables now appear hidden from the front view of the system. The connectors at the end of the ribbon cable will be used once the Xbox 360® is placed in the cabinet.

5

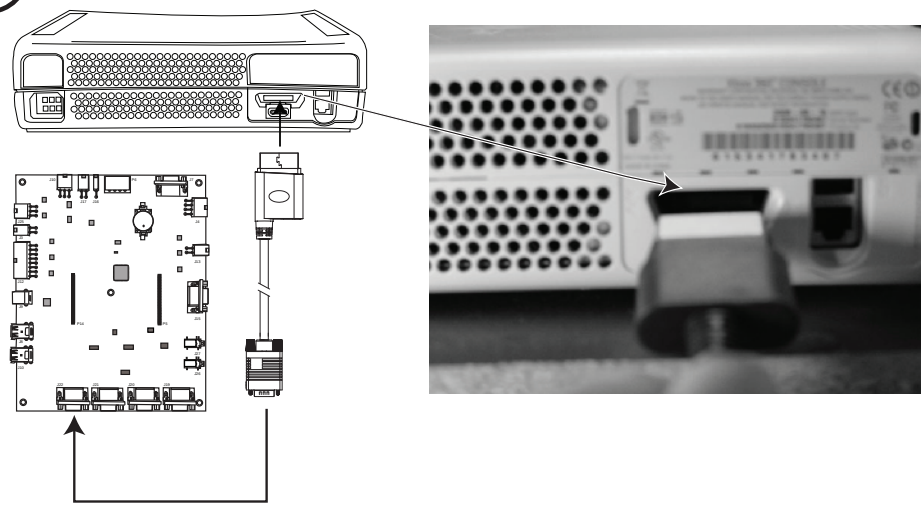
Remove the control panel and pplace the Xbox 360® in the cabinet as shown, with the front of the system visible through the acrylic window.

4.1B Xbox 360®: Audio & Video Connection

Part needed:

Xbox 360 AV Cable x 1
(factory connected)
PART#2095011

6

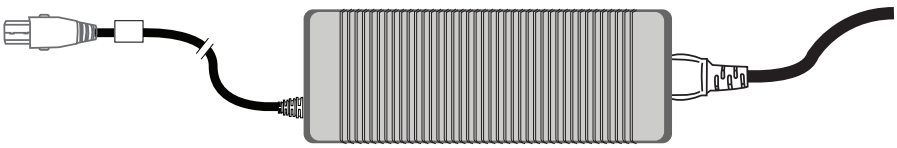


Connect the Xbox 360® AV Cable to the back of the Xbox 360® as shown. This cable is factory connected to the far left port of the timerboard.

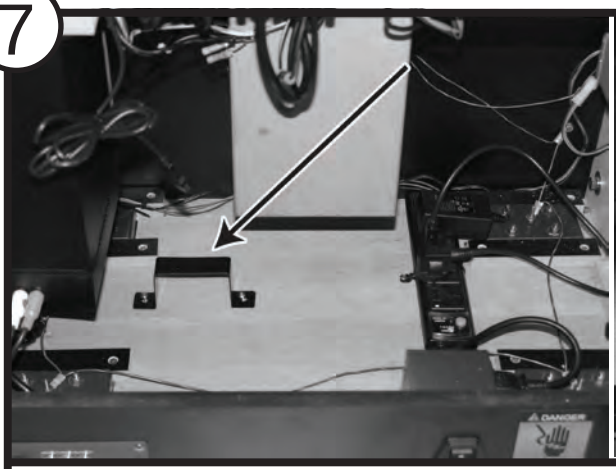
4.1C Xbox 360®: Power Connection

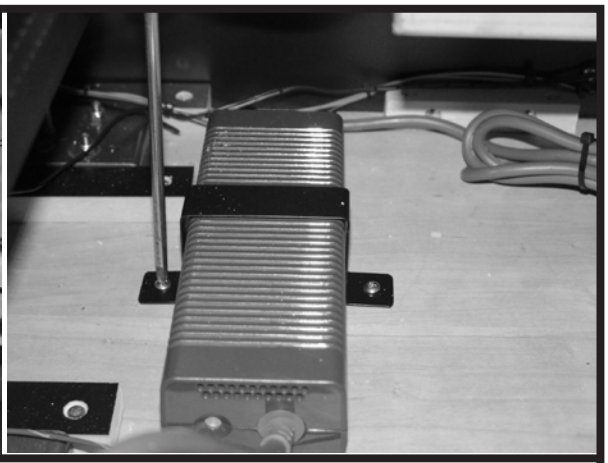
Part needed:

Xbox 360® Power Supply
(included with Xbox 360® video game console)



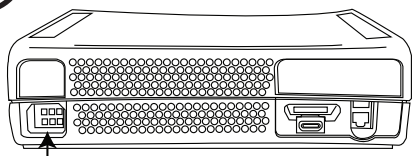
7

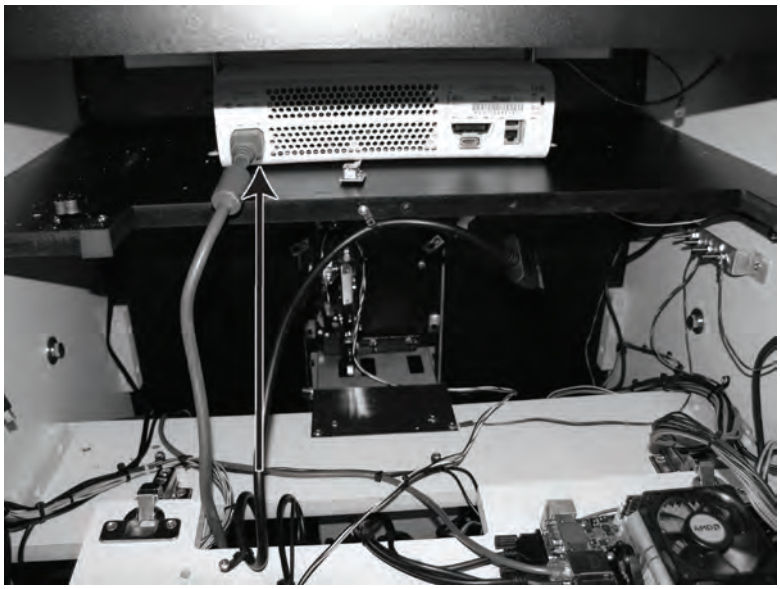


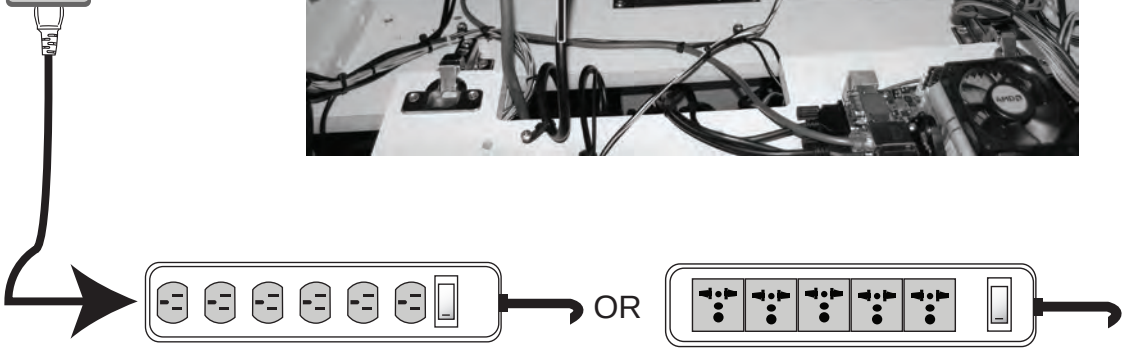


Locate the metal bracket at the bottom of the cabinet. Use a screw driver to loosen the two screws and slide the power supply into the bracket. Tighten to secure the power supply to the base of the cabinet.

8







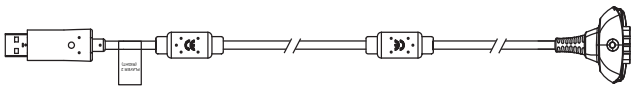
Flip the hinged panel down and feed the power cord up to the back of the game system as shown. Connect the Xbox 360® power supply to the Xbox 360® power port and the other end to an available outlet inside the Game Gate™ VU cabinet. The power strip will vary depending on the voltage for your area.

4.1D Xbox 360®: Installing The Handheld Controllers

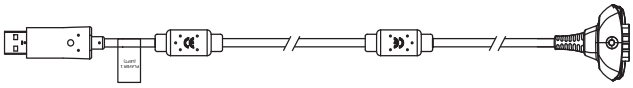
There are two types of controllers for the Xbox 360®: wired and wireless. The Xbox 360 video game system includes one wireless controller. The wired controllers are a little less expensive than the wireless, so we have included brackets for both types. In the case of using the wireless controller, batteries will not be required. Refer to the respective instructions below based on the type of controller to be installed. It is possible to have one player with a wireless controller and the other player with a wired controller.

4.1D1 Wireless Controller Installation

Parts needed:

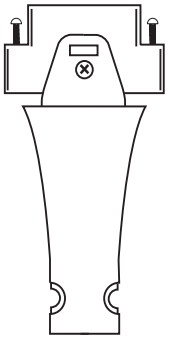


Xbox 360® Wireless Controller Cable 2P x 1
PART#2095002



Xbox 360® Wireless Controller Cable 1P x 1
PART#2095001

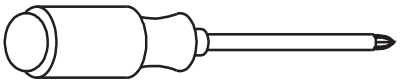
Xbox 360® Wireless Controller Bracket x 2
PART#2091021



Controller Arm Assembly x 2
PART#2092101

Security Screw x 8

Security Screw Driver x 1



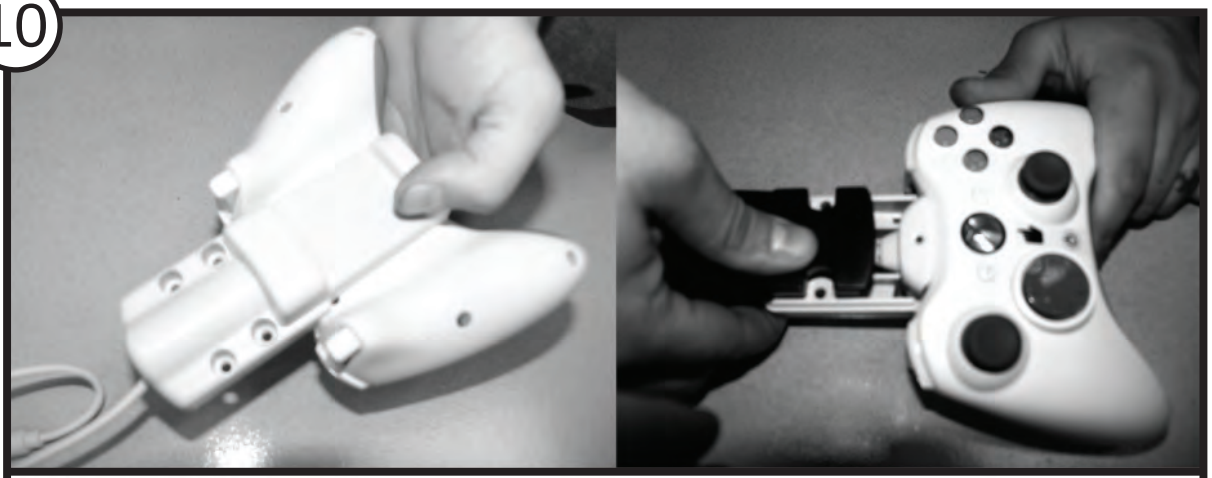
Phillips Screw Driver

Xbox 360®
Wireless Controllers (1 or 2)

9

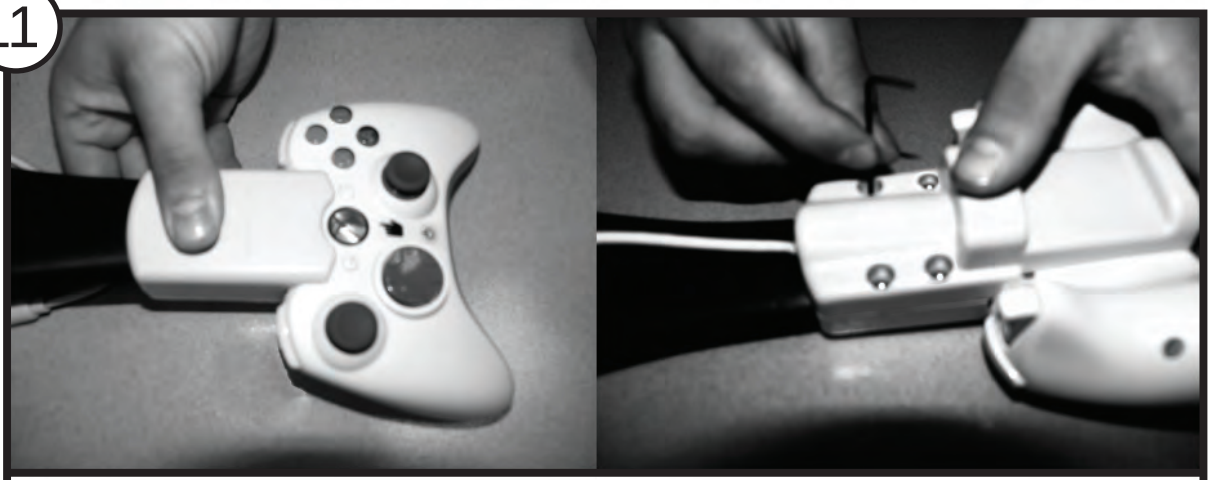
Remove the battery pack from the wireless controller. Connect the Wireless Controller Cable into the back port on the wireless controller. Note that the cables are different lengths, the controller intended for the left player (player 1) is longer.

10



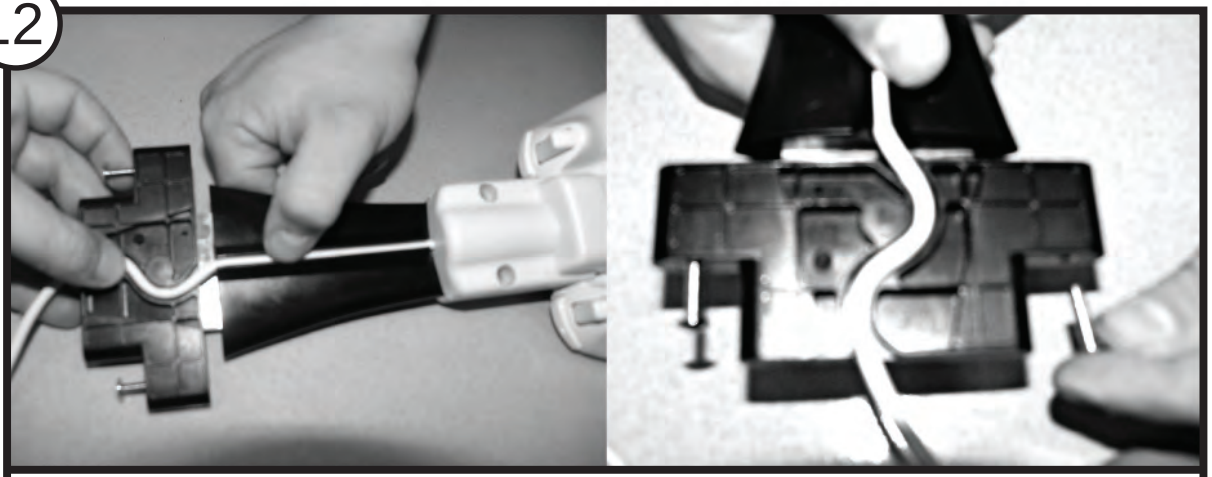
Place the bottom of the Wireless Controller Bracket over the batter cover as shown. Press the Controller Arm Assembly into the bottom of the bracket feeding the cable out the back.

11



Place the top of the Controller Bracket over the controller. Insert security screws and tighten with the security screw driver.

12

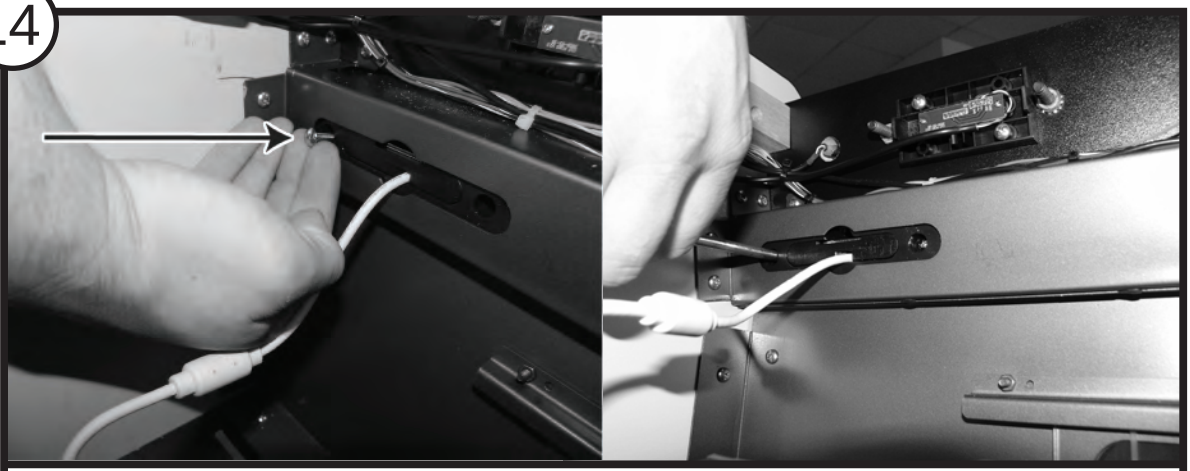


Push the cable into the rubber channel and into the S-channel of the controller arm assembly. Remove the two screws from the Controller Arm Assembly.

13

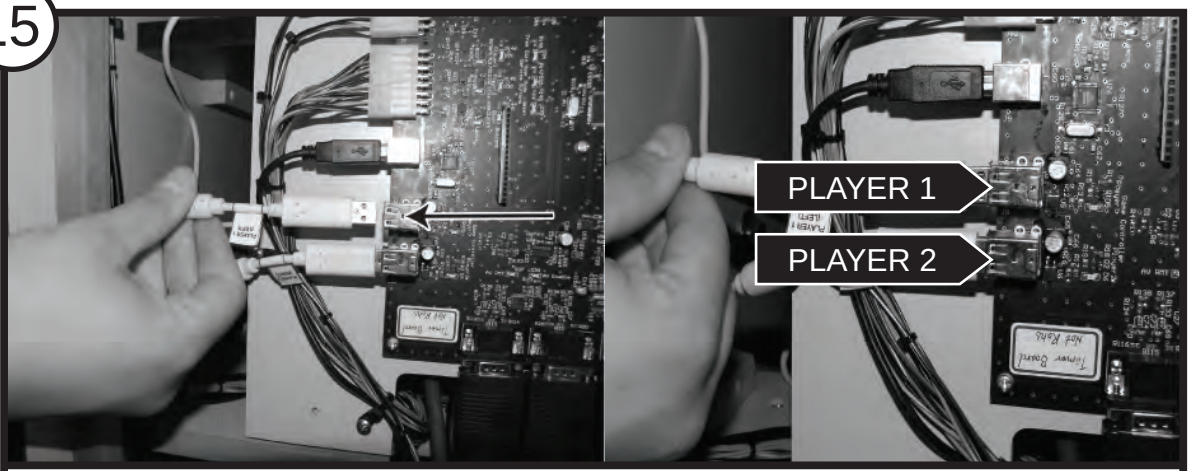
If using the Player 1 cable, feed the cable through the controller port on the left as shown. Push the Controller Arm Assembly into the controller port.

14



Insert the screws into the back of the controller port and tighten with a screw-driver.

15

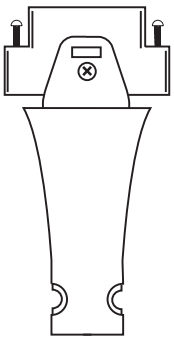


Connect the Player 1 cable into the Player 1 USB port on the timerboard. If you have a second wireless controller, repeat this process for the right controller port, and connect to the Player 2 USB port on the timerboard.

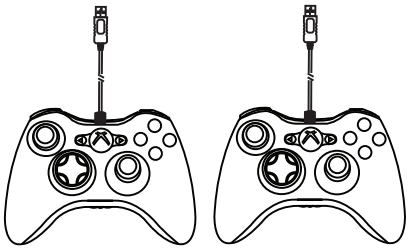
4.1D2 Wired Controller Installation

Parts needed:

Xbox 360®
Wired Controller
Bracket x 2
PART#2091011



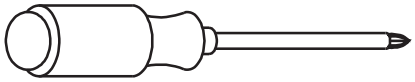
Controller Arm
Assembly x 2
PART#2092101



Xbox 360®
Wired Controllers (1 or 2)

Security Screw x 4

Security Screw Driver x 1

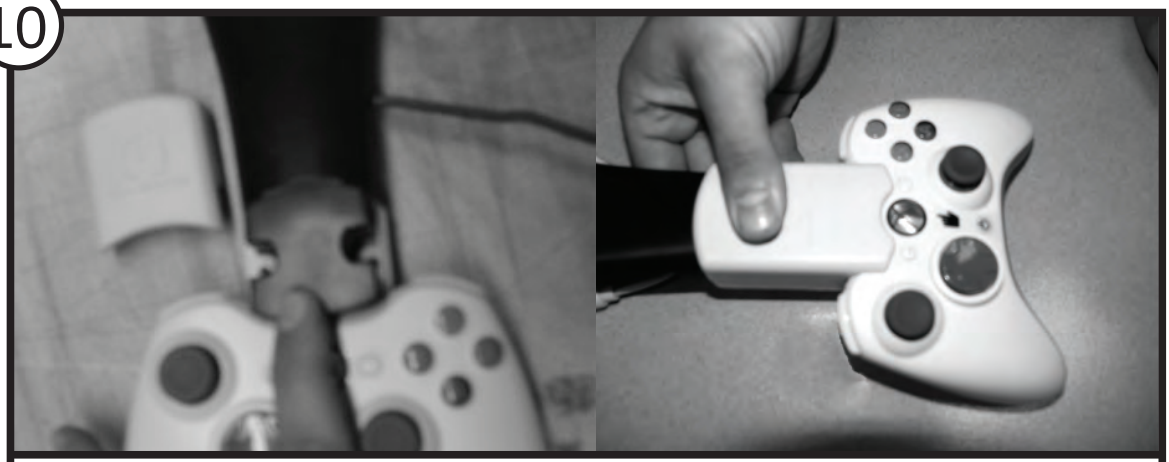


Phillips Screw Driver

9

Snap the wired controller into the base of the wired controller bracket as shown. Tuck the ferrite core into the controller bracket compartment.

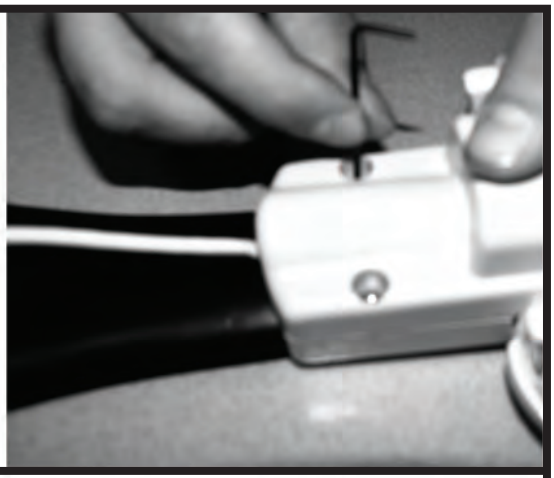
10



Press the controller bracket arm into the controller bracket bottom, covering the ferrite core as shown. Add the top of the controller bracket over the Xbox 360 controller.

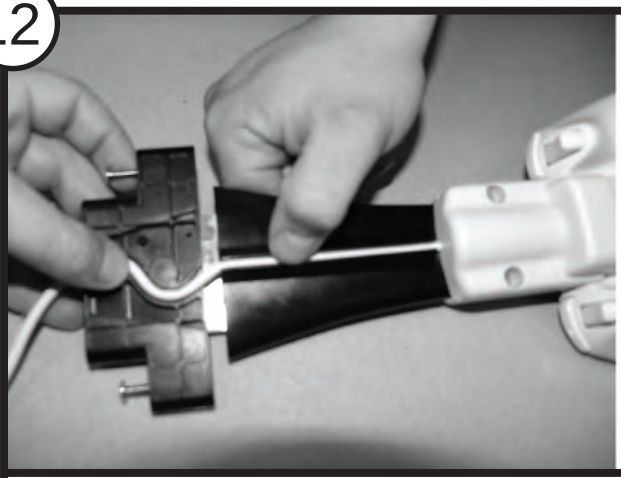
11

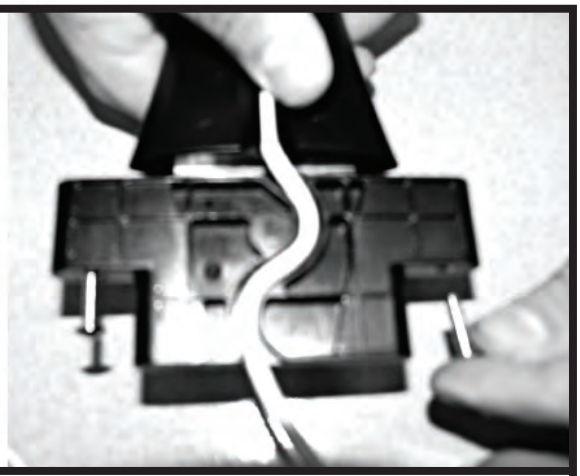
Security Screw x 2



Insert security screws into the Controller Bracket bottom and tighten with the security screw driver.

12



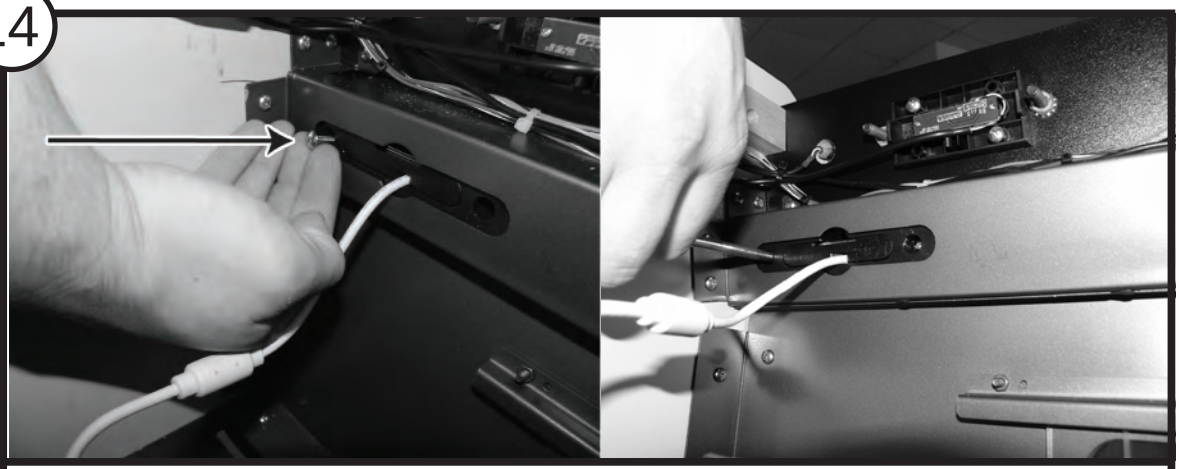


Push the cable into the rubber channel and into the S-channel of the Controller Arm Assembly. Remove the two screws from the Controller Arm Assembly.

13

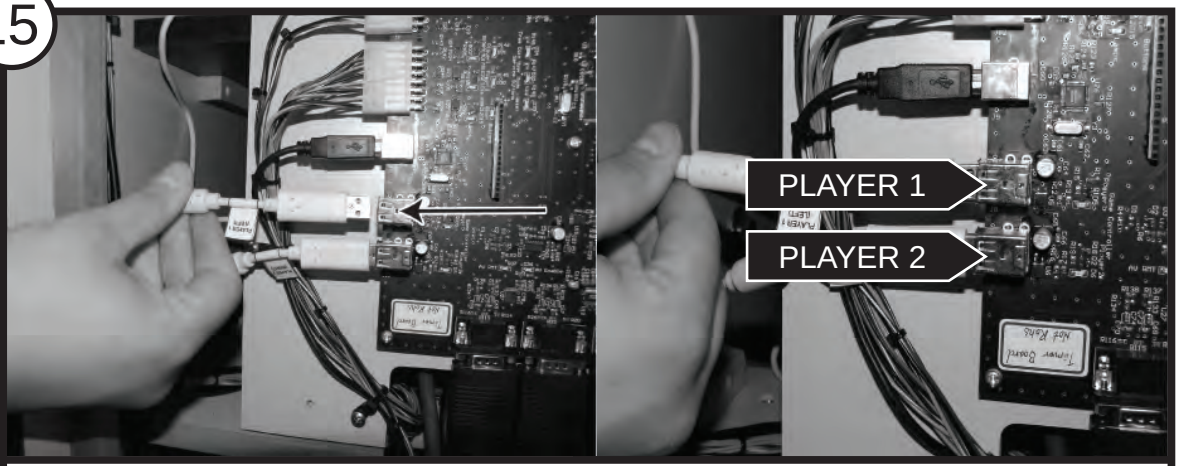
Feed the cable through the controller port on front of the cabinet. Push the Controller Arm Assembly into the controller port.

14



Insert the screws into the back of the controller port and tighten with a screw-driver.

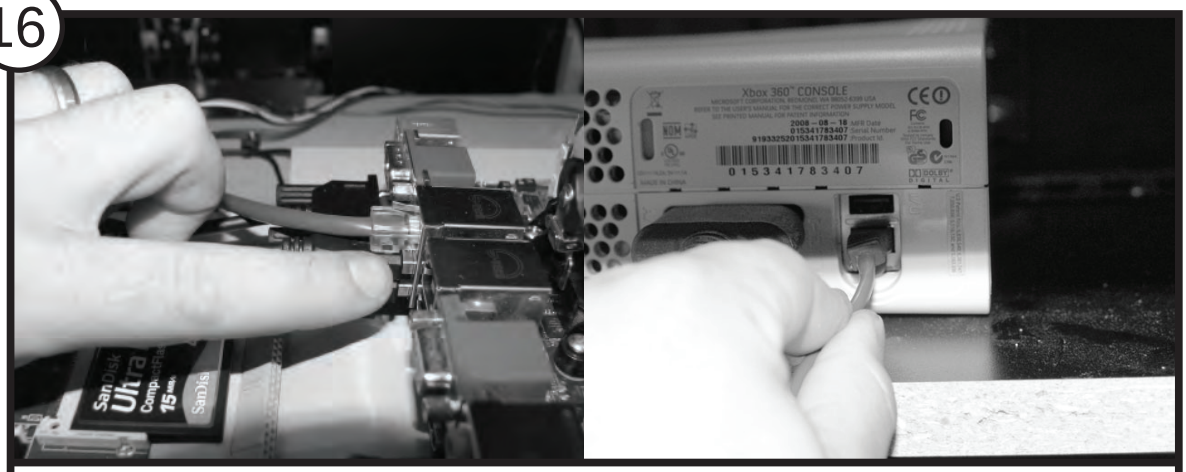
15



Connect the Player 1 cable into the Player 1 USB port on the timerboard (J8). If you have a second wired controller, repeat this process for the right controller port, and connect to the Player 2 USB port on the timerboard (J10).

4.1E Xbox 360®: Network Connection

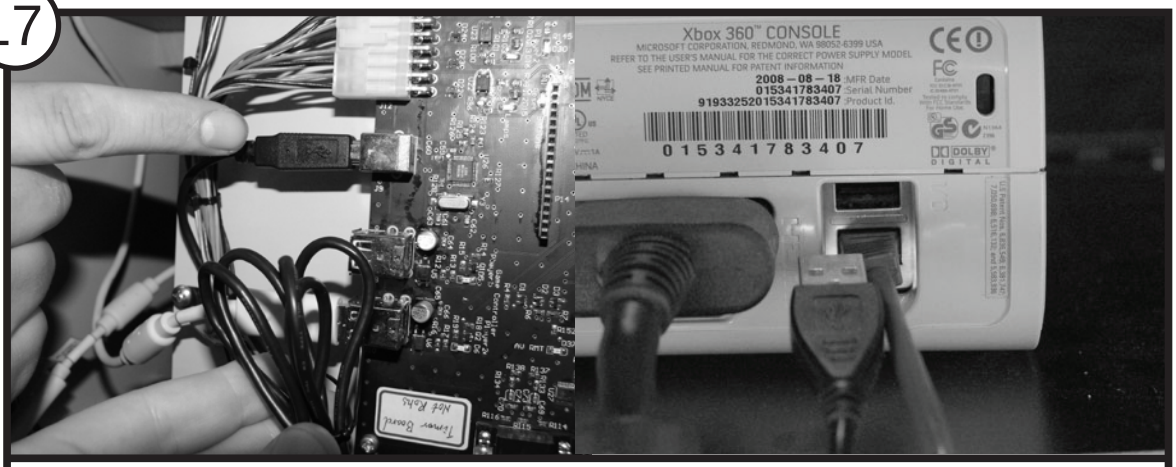
16



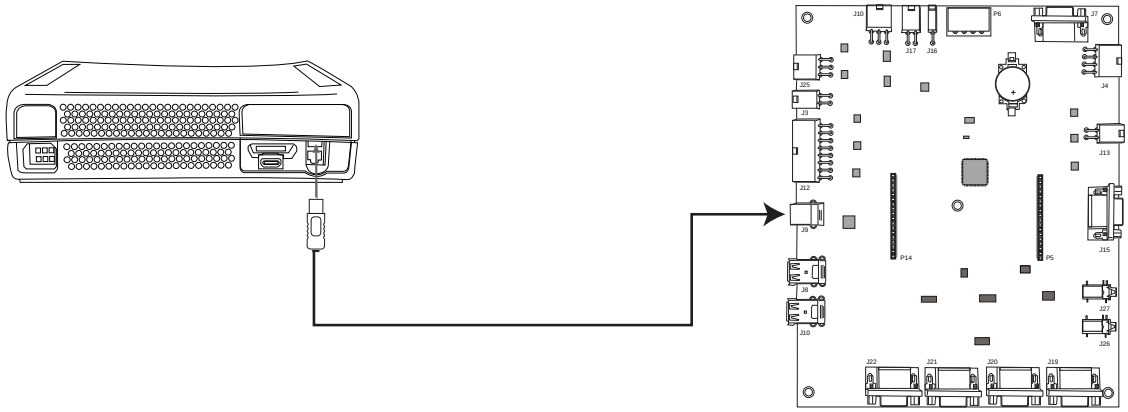
OPTIONAL: Locate the ethernet cable connected to the ATX board. Connect this cable to the ethernet port on the back of the Xbox 360®.

4.1F Xbox 360®: Connect The USB Port

17

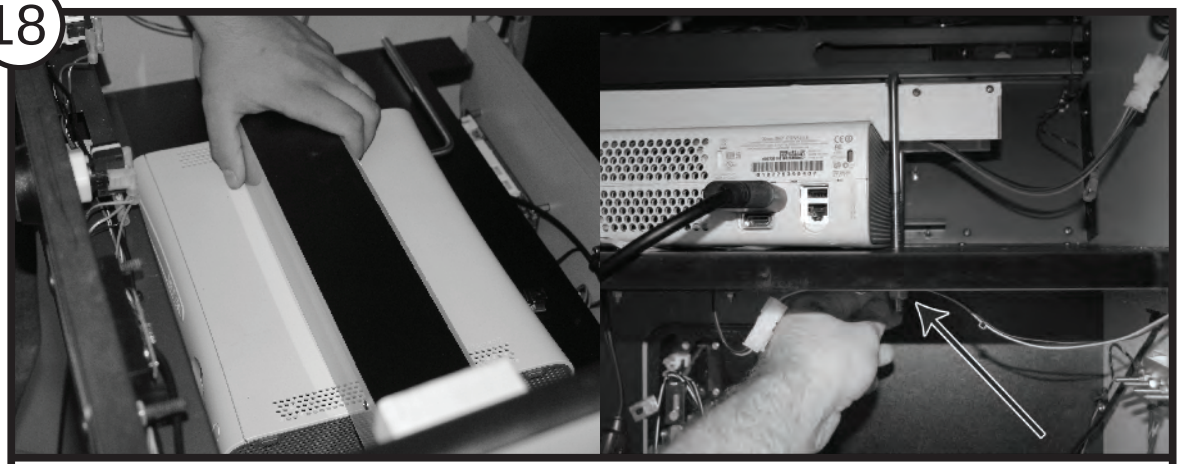

Xbox 360™ CONSOLE
MICROSOFT CORPORATION, REDMOND, WA 98052-6399 USA
REFER TO THE USER'S MANUAL FOR THE CORRECT POWER SUPPLY MODEL
SEE PRINTED MANUAL FOR PATENT INFORMATION
2008—08—18 MFR Date
015341783407 Serial Number
919332520153417834O7 Product Id.
0 1 5 3 4 1 7 8 3 4 0 7
DOLBY DIGITAL

Locate the USB cable connected to the timerboard (J9). Connect the end of this cable to the rear USB port of the Xbox 360® as shown.



4.1G Xbox 360®: Securing The Xbox 360®

18

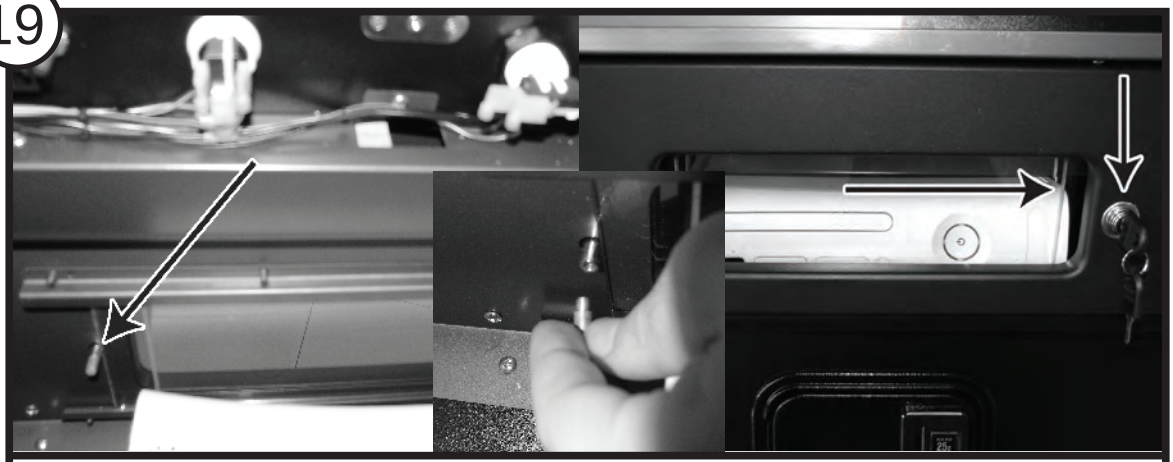


Place the console light bar over the top of the Xbox 360®. Open the hinged electronics shelf to gain access to the nuts under the shelf. Tighten the nuts on the U-bolts to secure the Xbox 360® to the shelf. For extra security use a wrench.

Note: If your Xbox® has a hard drive attached (not required), you will need to use the alternate U-bolt holes in the shelf. Simply remove the U-Bolts and reinstall into the outer holes to accomodate the extra width created by the hard drive.

4.1H Xbox 360®: Sliding Acrylic Window

19

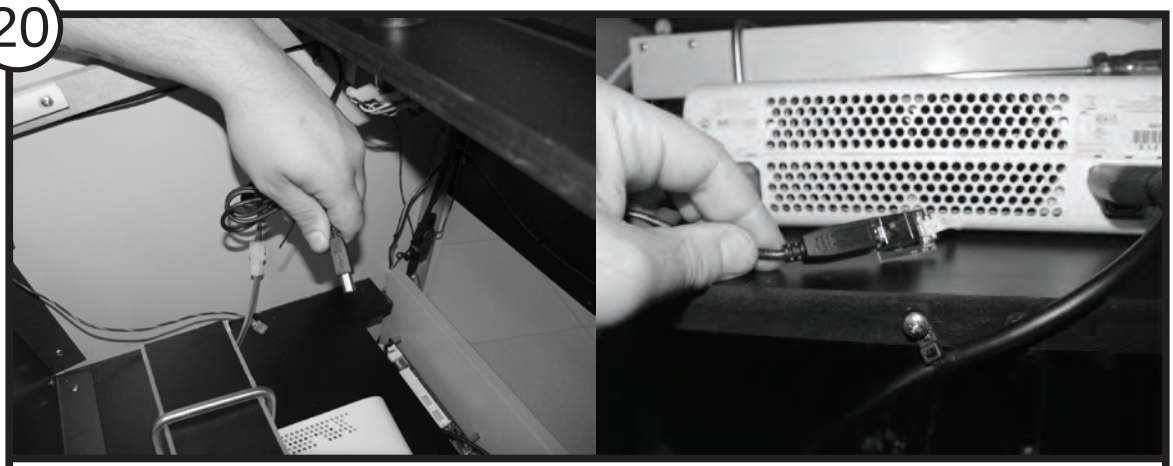


The acrylic door should slide to the right to gain access to the Xbox 360® DVD drawer for changing of disks. Remove the lock restriction screw on the right so that when the lock is opened it will allow this movement to occur.

Note: For the highest security, do not remove this screw. In this way if the lock is ever picked by a criminal, it will still prevent the door from sliding. This will, however, make changing the game more inconvenient. See the section titled “Security Overview” in this manual for more information.

4.1I Xbox 360®: Memory Socket Connection

20



The final step for Xbox 360® hardware installation is to connect the two memory port cables from step 4 to the memory jacks on the front of the Game Gate™ VU cabinet. Locate the two USB plugs from the memory sockets and connect to the ribbon cable jacks as shown.

See section “**System Settings: Optimizing the Xbox 360®”** for software details.

4.2 Installing a PLAYSTATION®3

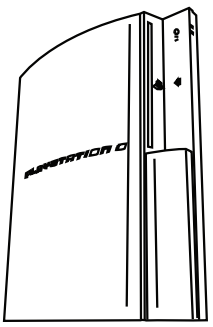
The following section details 20 steps on how to install the PLAYSTATION®3 video game system hardware into the Game Gate™ VU cabinet. In this section you will learn how to cover the Xbox® memory sockets (not used with PLAYSTATION®3), secure the PLAYSTATION®3 to the cabinet, connect the audio and video, connect the power, and install the handheld controllers. If you intend to install an Xbox 360® to the cabinet, please go to the previous section “Installing an Xbox 360®.”

There have been several different versions of the PLAYSTATION®3 available at retail. The differences being only the size of the harddrive and the backwards compatibility with Playstation 2® titles. Game Gate™ VU is compatible with all PLAYSTATION®3 video game consoles yet released to the market.

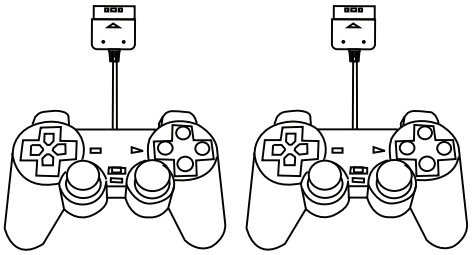
Note: PLAYSTATION®3 uses bluetooth wireless controllers for operation. Game Gate™ VU requires the activation and deactivation of controllers, which is not possible using a standard PLAYSTATION®3 Dual Shock 3 game controller. Therefore it is required that you obtain two PlayStation 2® game controllers for proper operation (more details provided later in this section).

DO NOT buy off-brand (third-party) controllers as they will not fit the controller brackets included with the Game Gate™ VU cabinet. Only purchase Sony® brand (first party) controllers

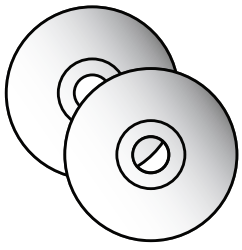
To install the PLAYSTATION®3 you will need the following components available at your local electronics retailer:



Playstation®3
Video Game System



PlayStation 2®
Wired Controllers
(NOT Playstation®3 controllers)



Playstation®3
Video Game Disk

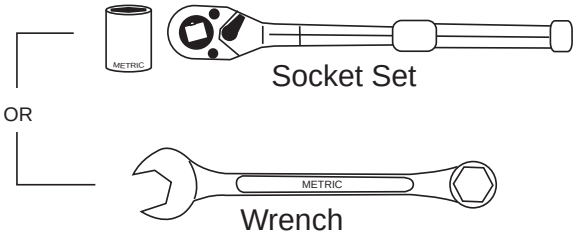
4.2A PLAYSTATION®3: Covering The Memory Sockets

The PlayStation®3 has a built in hard drive and does not have accessible memory sockets like the Xbox 360®. The Game Gate™ VU's two memory sockets on the front of the cabinet should be covered to prevent consumer confusion.

Parts needed:

PlayStation® Memory Cover x 2
PART#2093111

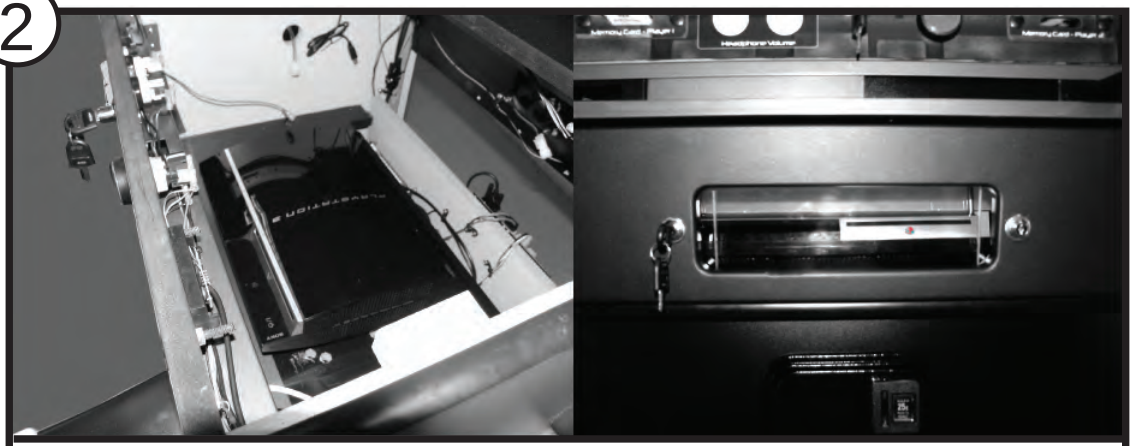
Tools needed:



1

Remove the two bolts holding the original memory port cover by unscrewing the two nuts on the backside of the panel. Replace with the PlayStation® Memory Cover panel (graphic side out) and reinstall the bolts. Repeat for other side.

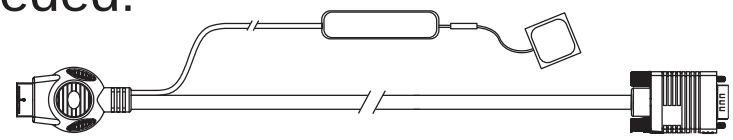
2



Place the PLAYSTATION®3 in the cabinet under the light bar as shown, with the front of the system visible through the acrylic window.

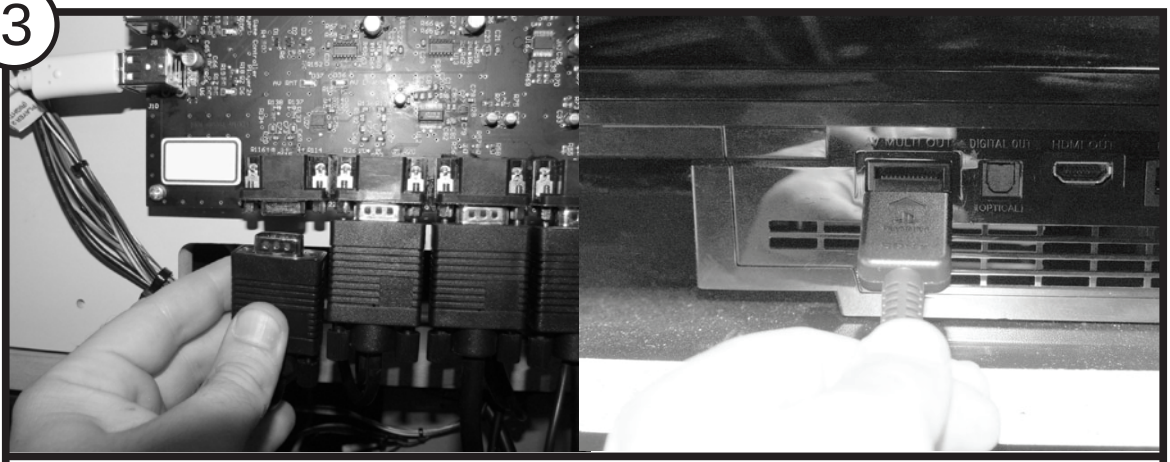
4.2B PLAYSTATION®3: AV Cable Connection

Part needed:

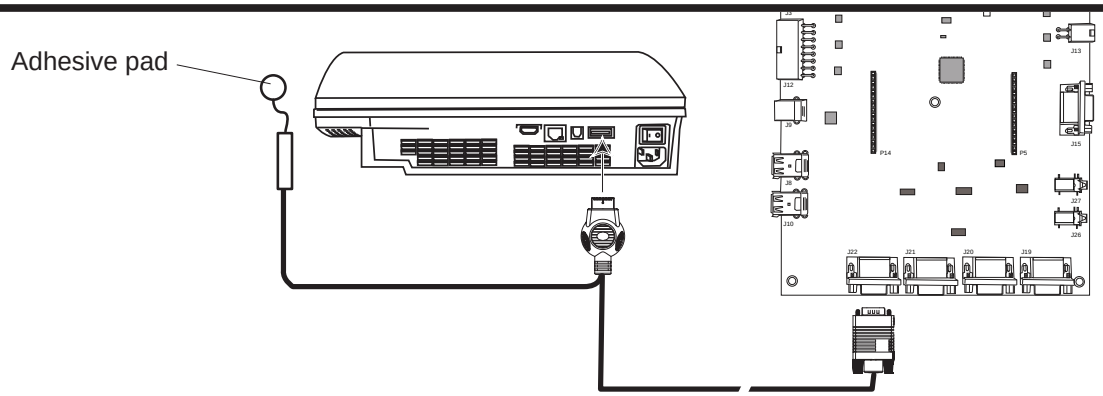


PlayStation® AV Cable Assembly x 1
PART#2095021

3



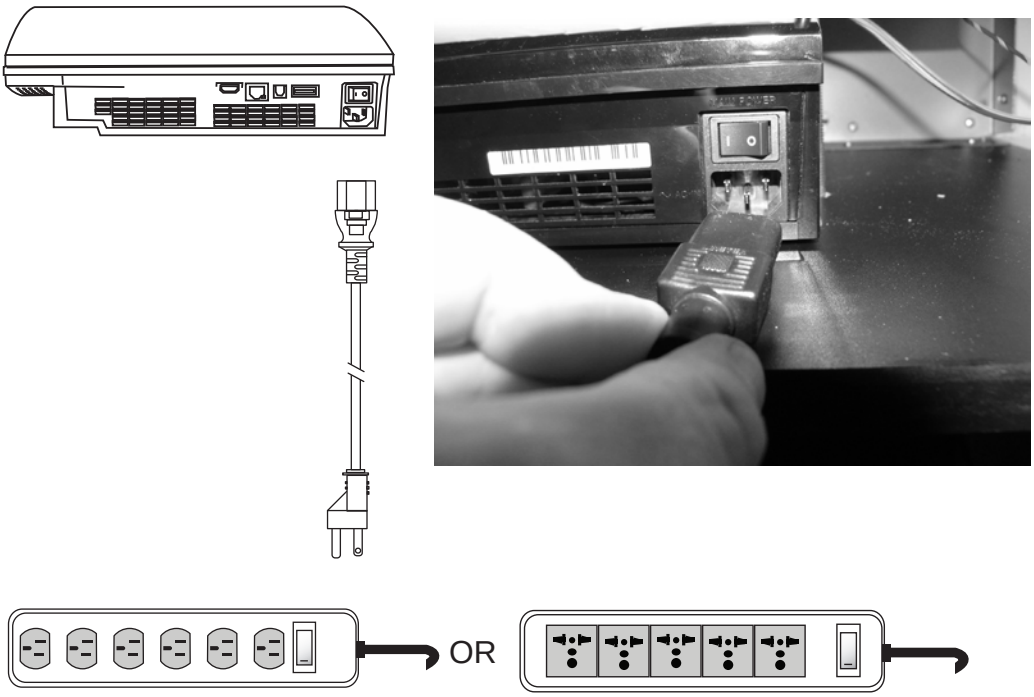
Remove the factory installed XBOX360® AV cable from the timerboard by unscrewing the terminal on the timerboard as shown. Replace this cable with the PlayStation® AV Cable Assembly. Connect the cable into the AV port on the game console.



4

Peel off the strip from the adhesive pad. Stick the pad over the I/O button on the front of the PlayStation®3. Place the cable to the right side of the PlayStation®3 so that it is out of the way.

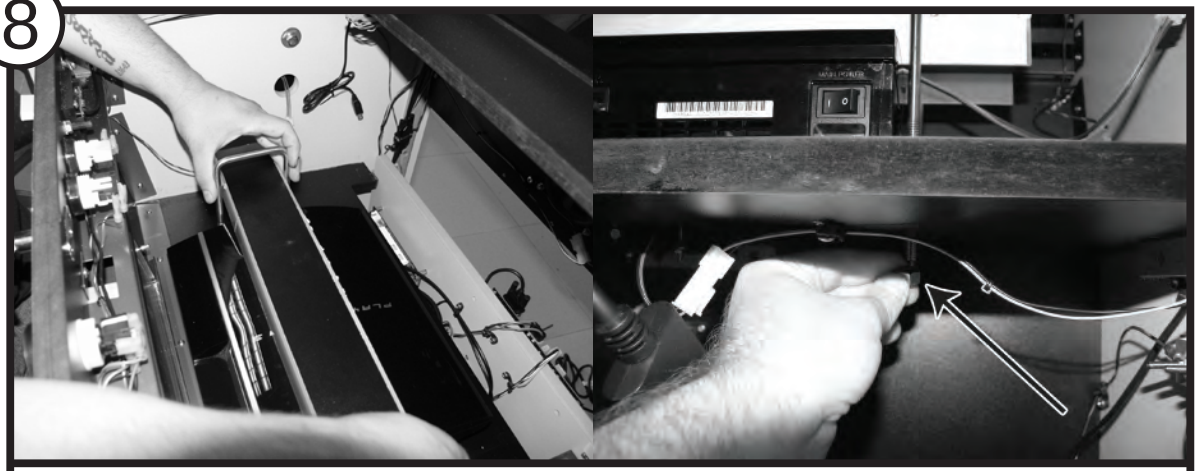
7



Connect the power cord to the PLAYSTATION®3 power port and the other end to an available outlet inside the Game Gate™ VU cabinet. The power strip will vary depending on the voltage for your area.

4.2D PLAYSTATION®3: Securing The System

8

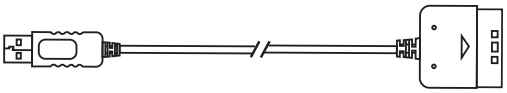


Place the console light bar over the top of the PLAYSTATION®3. Open the hinged electronics shelf to gain access to the nuts under the shelf. Tighten the nuts on the U-bolts to secure the system to the shelf. For extra security use a wrench.

4.2E PLAYSTATION®3: Installing The Handheld Controller

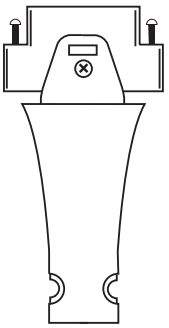
The reason we have chosen to use Playstation 2® controllers instead of Playstation®3 controllers is that 1) Playstation 2® controllers are much less expensive to replace and 2) we can prohibit users from changing Playstation®3 system settings by using a Playstation 2 controller. The function is identical in most cases between the two controllers. The Playstation®3 controller can fit in the brackets with some adjustments, but because of the wireless you will not be able to charge separate for 2 players and also you cannot protect the system settings from tampering. The following details how to install the PS2 controllers.

Parts needed:



PlayStation® Controller Adapter x 2
PART#2097211

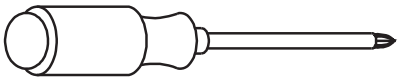
PlayStation® Wired Controller Bracket x 2
PART#2091071



Controller Arm Assembly x 2
PART#2092101

Security Screw x 4

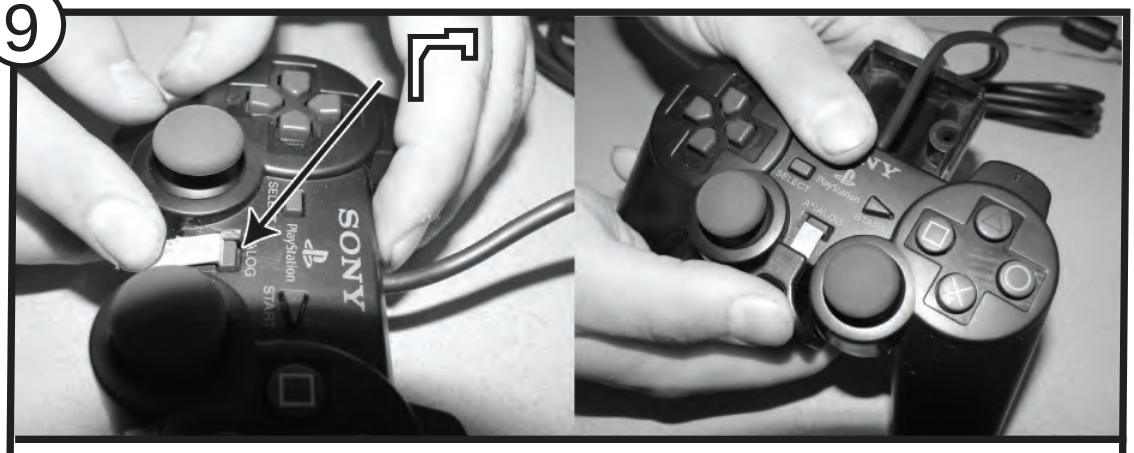
Security Screw Driver x 1



Phillips Screw Driver

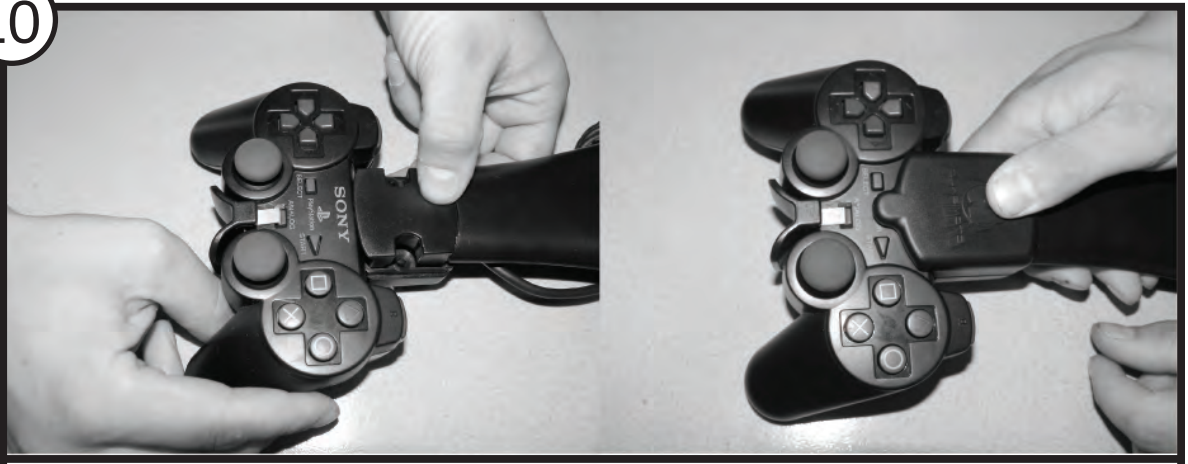
Playstation Analog Bracket x 2
PART#2093161

9



Install the metal bracket so that the ANALOG button is pressed down. Snap the wired controller into the base of the controller bracket as shown so that the metal bracket is always pressing the ANALOG button.

10

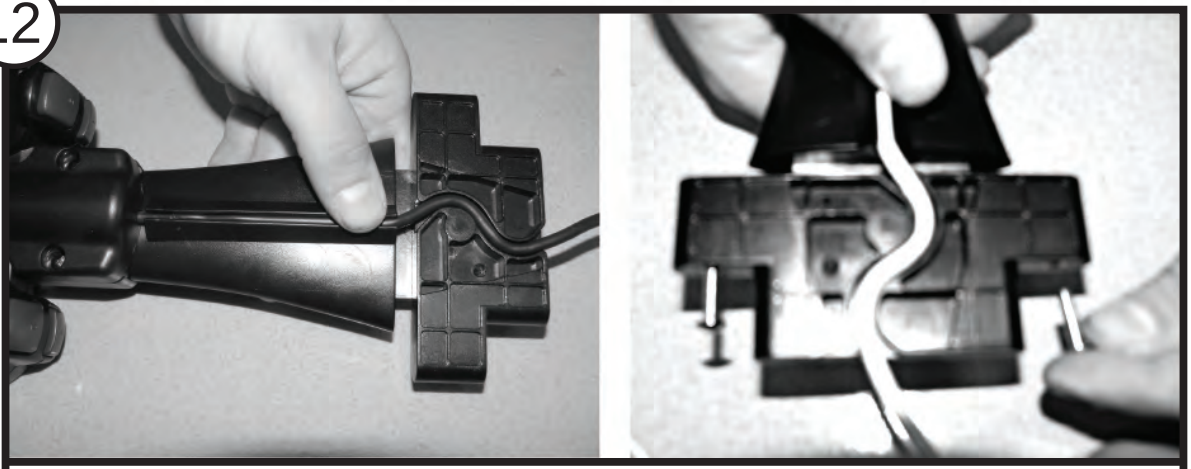


Press the Controller Bracket arm into the controller bracket bottom. Add the top of the Controller Bracket over the PlayStation 2® controller.

11

Insert security screws into the Controller Bracket bottom and tighten with the security screw driver.

12

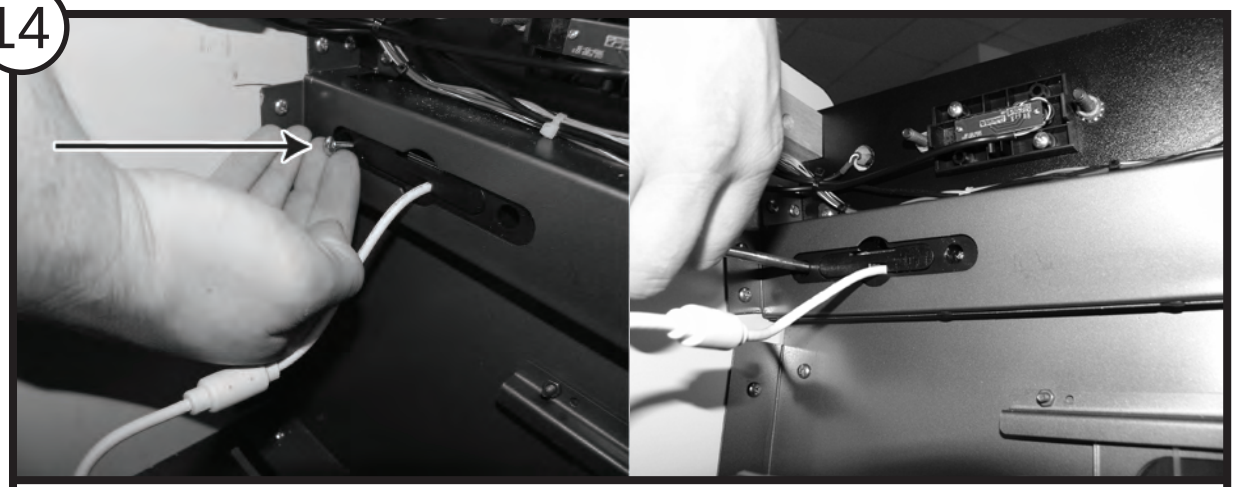


Push the cable into the rubber channel and into the S-channel of the Controller Arm Assembly. Remove the two screws from the Controller Arm Assembly.

13

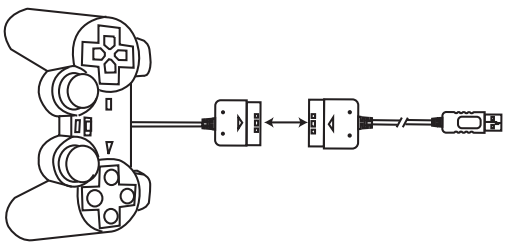
Feed the cable through the controller port on front of the cabinet. Push the Controller Arm Assembly into the controller port.

14



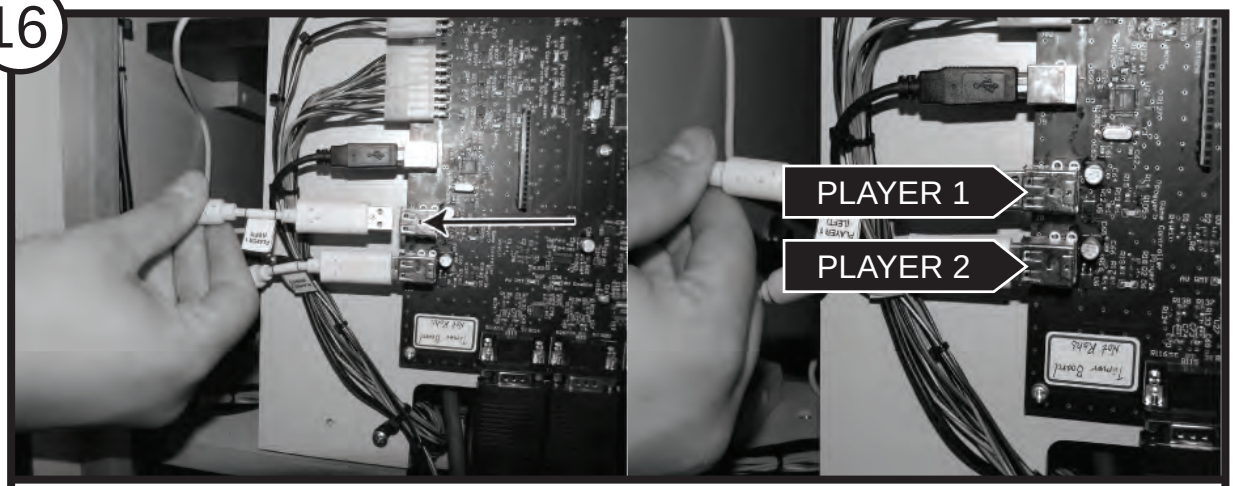
Insert the screws into the back of the controller port and tighten with a screw-driver.

15

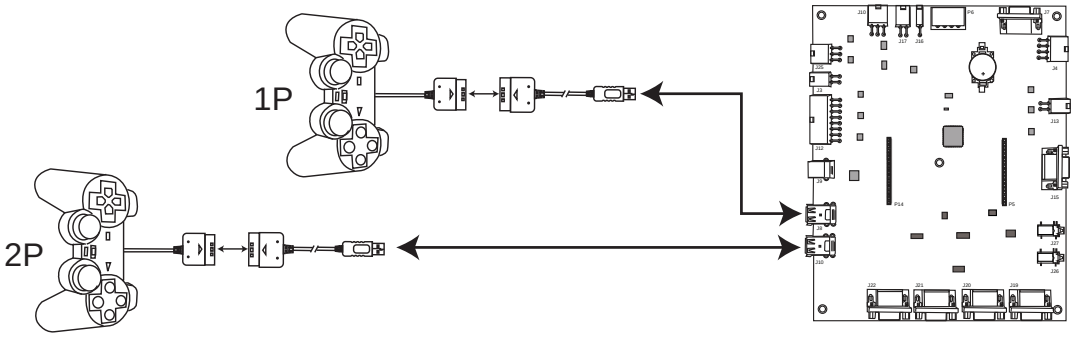


Connect the Playstation 2® cable end into the PlayStation® Controller Adapter as shown. This converts the controller to a USB style plug so that it can be connected to the timerboard.

16

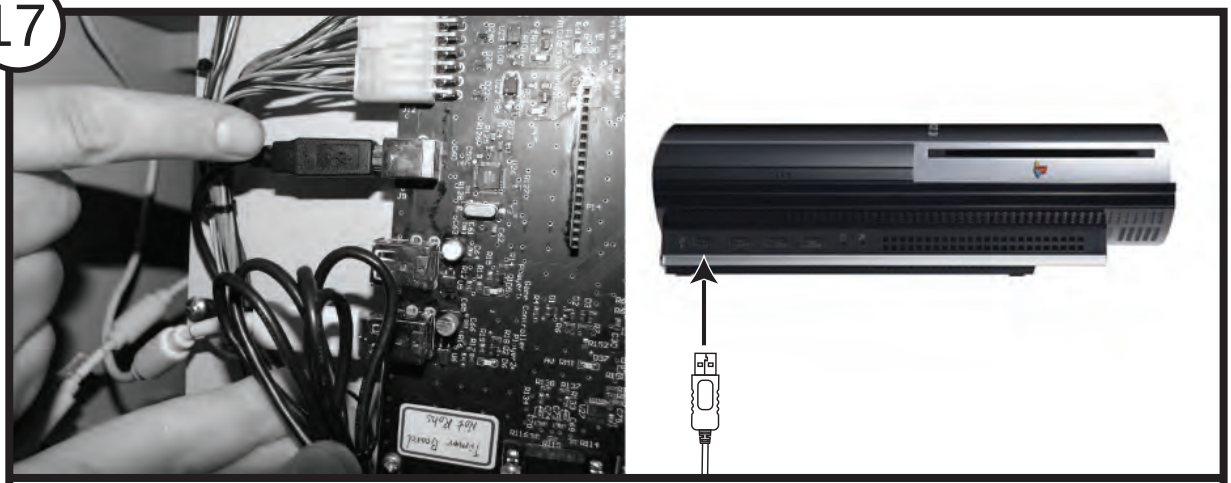


Connect the Player 1 cable into the Player 1 USB port on the timerboard (J8).
Connect the Player 2 cable to the Player 2 USB port on the timerboard (J10).



4.2F PLAYSTATION®3: Connect The USB Port

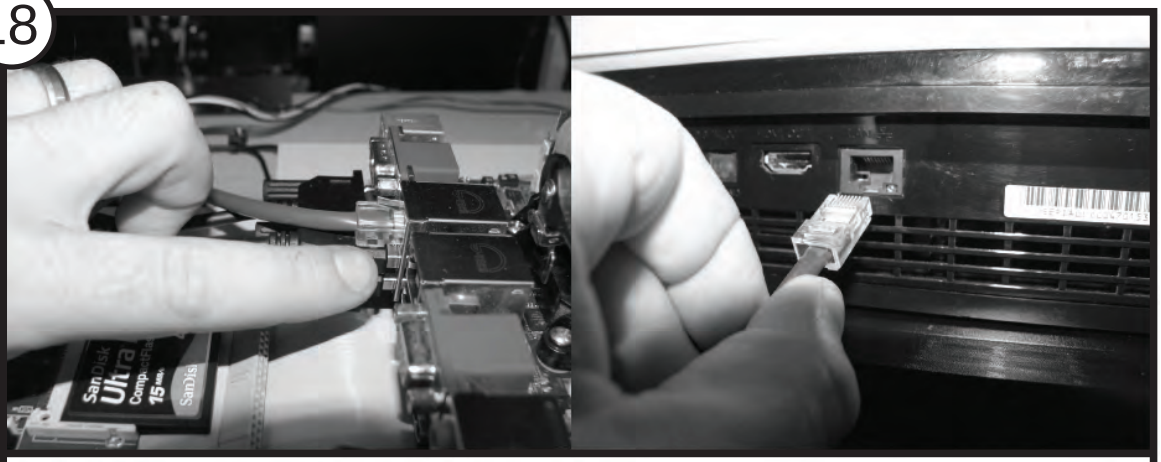
17



Locate the USB cable connected to the timerboard (J9). Connect the end of this cable to any USB port on the front of the PLAYSTATION®3.

4.2G PLAYSTATION®3: Network Connection

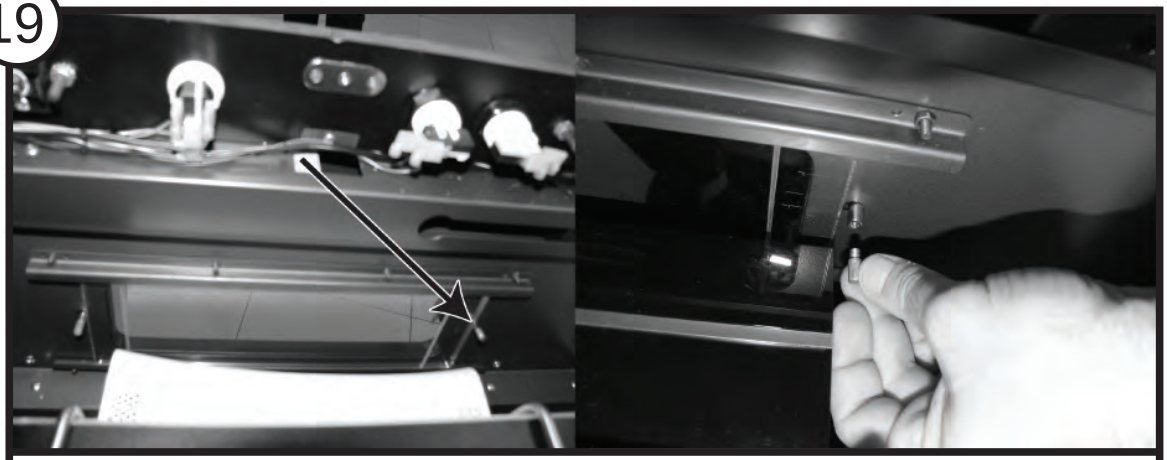
18



OPTIONAL: Locate the ethernet cable connected to the ATX board. Connect this cable to the ethernet port on the back of the PLAYSTATION®3.

4.1H PLAYSTATION®3: Acrylic Window

19



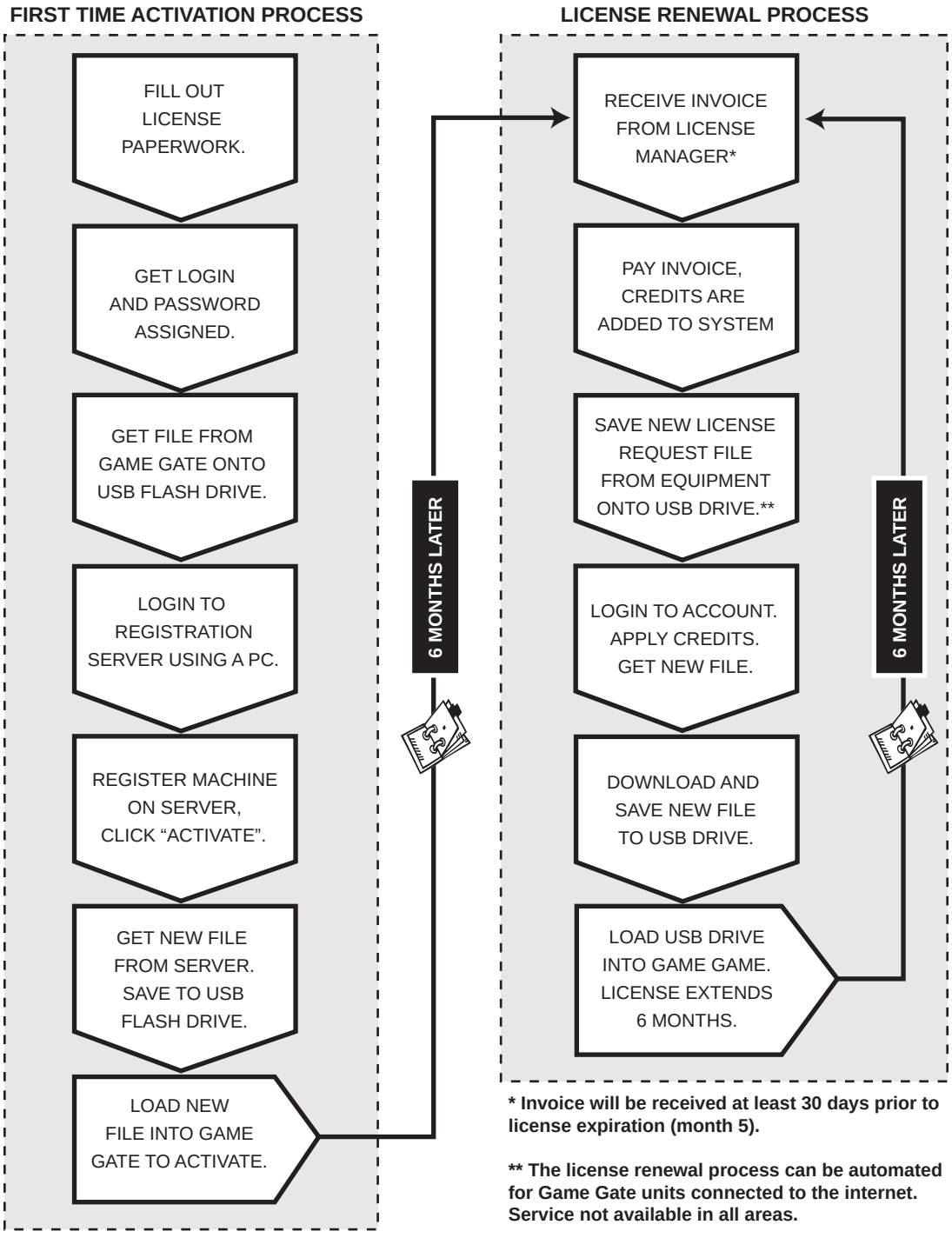
The acrylic door should slide to the right to gain access to the PLAYSTATION®3 DVD drawer for changing of disks. Remove the lock restriction screw on the right so that when the lock is opened it will allow this movement to occur.

Note: For the highest security, do not remove this screw. In this way if the lock is ever picked by a criminal, it will still prevent the door from sliding. This will, however, make changing the game more inconvenient. See the section in this manual titled “Security Overview” for more information.

5. ACTIVATION & RENEWAL

5.1 Activation Overview

Game Gate™ VU ships deactivated and unregistered. You must register and activate Game Gate™ VU. You must become a licensed member in order to activate the equipment. Multiple machines can be activated at one time if desired using a single USB flash drive.


FIRST TIME ACTIVATION PROCESS
FILL OUT LICENSE PAPERWORK.
GET LOGIN AND PASSWORD ASSIGNED.
GET FILE FROM GAME GATE ONTO USB FLASH DRIVE.
LOGIN TO REGISTRATION SERVER USING A PC.
REGISTER MACHINE ON SERVER, CLICK "ACTIVATE".
GET NEW FILE FROM SERVER. SAVE TO USB FLASH DRIVE.
LOAD NEW FILE INTO GAME GATE TO ACTIVATE.
6 MONTHS LATER
LICENSE RENEWAL PROCESS
RECEIVE INVOICE FROM LICENSE MANAGER*
PAY INVOICE, CREDITS ARE ADDED TO SYSTEM
SAVE NEW LICENSE REQUEST FILE FROM EQUIPMENT ONTO USB DRIVE.**
LOGIN TO ACCOUNT. APPLY CREDITS. GET NEW FILE.
DOWNLOAD AND SAVE NEW FILE TO USB DRIVE.
LOAD USB DRIVE INTO GAME GAME. LICENSE EXTENDS 6 MONTHS.
6 MONTHS LATER
* Invoice will be received at least 30 days prior to license expiration (month 5).
** The license renewal process can be automated for Game Gate units connected to the internet. Service not available in all areas.

Process Steps Summary

1. Fill out the license paperwork (provided by your distributor) and send the completed documents to the license manager (see your license paperwork for mailing details). This only needs to be done once and is not required for future purchases after you have setup your account.

2. You will receive a login and password from the license manager to access the Game Gate registration server (http://www.gamegatecontrol.com). Your login and password will be sent to you by mail and email.

3. Plug in your new Game Gate VU to a power outlet and follow the prompts, which will save an important file to the included USB flash drive (called “control.gamegate”).

4. Use a PC to login to your account. Register and activate the new machine by uploading the file “control.gamegate” from the USB flash drive into the registration server (see section 5.2 for more details, you must browse for this file on your PC).

5. The registration server will modify the uploaded file “control.gamegate” and ask you to save it back to your computer.

6. Save the new “control.gamegate” file to your computer and copy the file to the USB flash drive, overwriting the previous version of the file.

7. Take the newer file, which is now on the USB flash drive and insert it into the USB port on the Game Gate VU you want to activate. Follow the steps detailed in 5.2 below to finish the activation, which is valid for 6 months of operation. Note, this process will also update the Game Gate firmware if a new version is available. Attract videos should also be uploaded.

8. Thirty days prior to expiration you will receive an invoice for another 6 months of license. Pay the invoice and credits will be added to the registration server. Follow steps detailed in 5.3 to apply the credits and extend the license so that operation will continue. This process will repeat every 6 months for the life of the product.

5.2 First Time Activation Details

As mentioned in section 5.1 above, if this is the first time you are powering the Game Gate VU you must activate the equipment. Prior to activation the system will default to Free Play Mode and Standard Play Mode (able to charge for play) will be disabled. The unit can also be changed to Tradeshow Mode prior to activation (see Section 6).

Please follow these steps carefully.

You will need: USB flash drive and a computer with internet access

USB Flash Drive x 1
PART#2097391

1 Plug the power cord in the back of the cabinet and connect to a wall outlet.

2 Press the power switch. The unit will begin loading. You must follow the on-screen prompts if this is your first time to power on the machine. The equipment will not function until it has been registered.

3 You will be prompted to set the current date. This is an important step so please make sure it is today's date. Use the "One Player Game" button to make the number go up. Press "Reset" to confirm the value. Go through each number and the next screen will prompt to confirm the setting with the 1P button, or change with the 2P button.

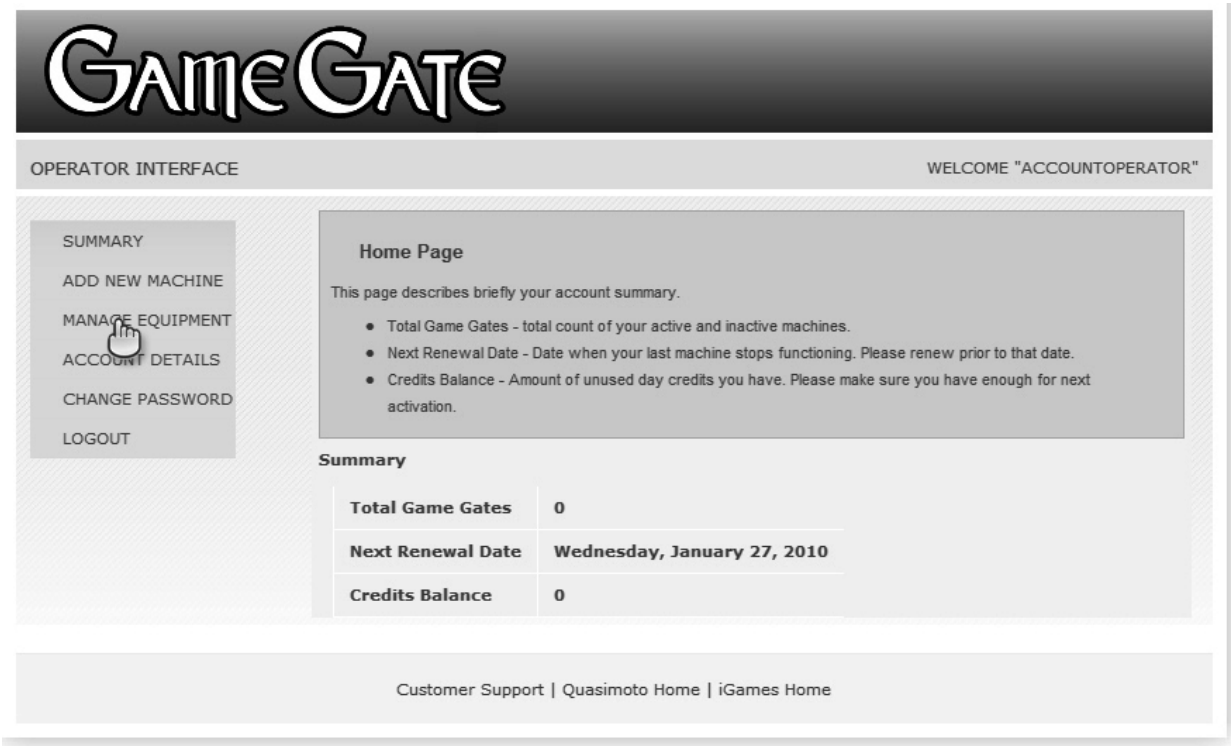
4 Set the time in 24 hour military time (not am/pm; for example 3:00PM should be 15:00). Again, use the "One Player Game" button to make the number go up and "Reset" to confirm the value. Go through each number and the next screen will prompt to confirm the setting with the 1P button, or change with the 2P button.

5 Screen will prompt you to insert the USB flash drive into the USB port behind the coin door. Wait for processing and follow the prompt to remove the USB flash drive.

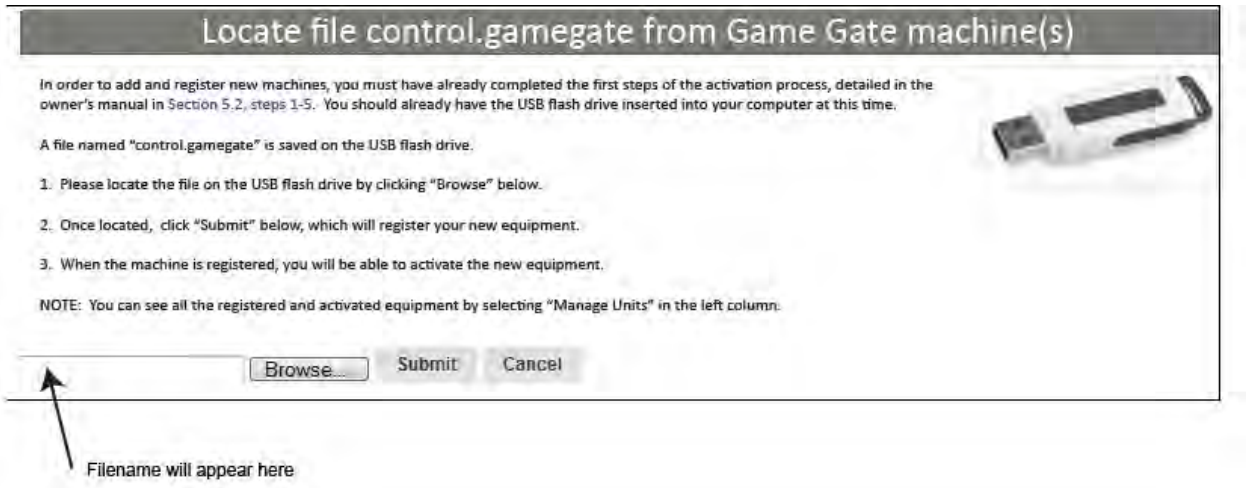
6 Take the USB drive to a computer with internet access. Insert the USB flash drive in an available USB port on the computer. Start your browser (such as Internet Explorer) and enter the following into the address bar: www.gamegatecontrol.com.

7 Enter the login and password given to you by the license manager. You must have signed and submitted the license agreements to the license manager in order to receive a login and password. If you are unsure about these steps, please contact your distributor for more information (See Section 9 for more details).

8 Once logged into the account, click “Add New Machines” to register the new equipment. Follow the prompts.


GAME GATE
OPERATOR INTERFACE
WELCOME "ACCOUNTOPERATOR"
SUMMARY
ADD NEW MACHINE
MANAGE EQUIPMENT
ACCOUNT DETAILS
CHANGE PASSWORD
LOGOUT
Home Page
This page describes briefly your account summary.
Total Game Gates - total count of your active and inactive machines.
Next Renewal Date - Date when your last machine stops functioning. Please renew prior to that date.
Credits Balance - Amount of unused day credits you have. Please make sure you have enough for next activation.
Summary
Total Game Gates 0
Next Renewal Date Wednesday, January 27, 2010
Credits Balance 0
Customer Support | Quasimoto Home | iGames Home

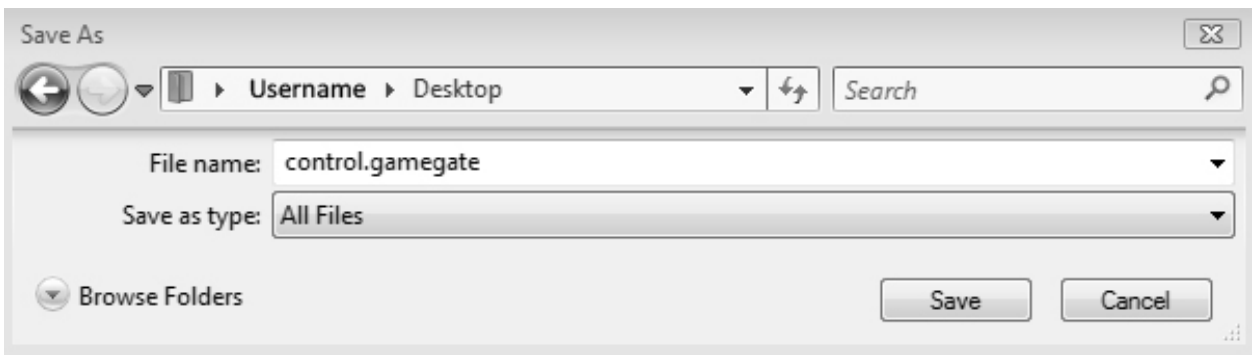
You will be asked to locate a file named “control.gamegate”, which is located on the USB flash drive you inserted into the computer in Step 6 above. Click “Browse” and locate the USB drive in the folder window and locate the file. Click on the file. The file name will appear in the text box. Click “SUBMIT”.


Locate file control.gamegate from Game Gate machine(s)
In order to add and register new machines, you must have already completed the first steps of the activation process, detailed in the owner's manual in Section 5.2, steps 1-5. You should already have the USB flash drive inserted into your computer at this time.
A file named "control.gamegate" is saved on the USB flash drive.
1. Please locate the file on the USB flash drive by clicking "Browse" below.
2. Once located, click "Submit" below, which will register your new equipment.
3. When the machine is registered, you will be able to activate the new equipment.
NOTE: You can see all the registered and activated equipment by selecting "Manage Units" in the left column.
Browse...
Submit
Cancel
Filename will appear here

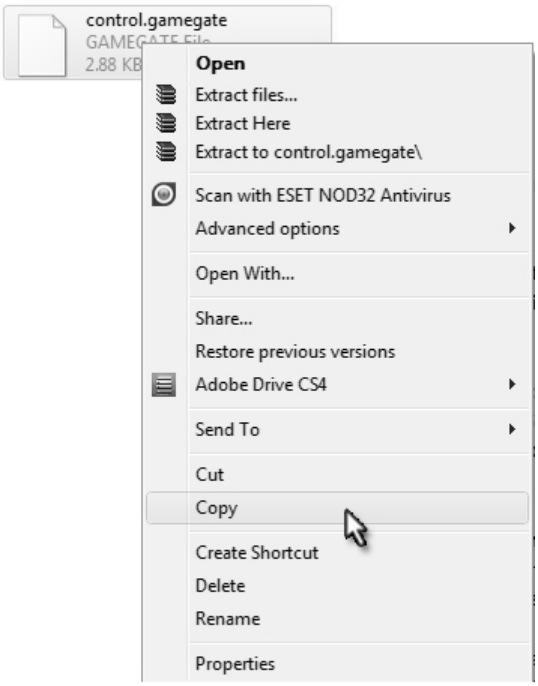
9 Enter the required information such as the location type and game used in the unit. You can create a shorthand nickname for the unit (optional). Click the checkbox “I agree to the terms and conditions” and click “Save”. Your new machine (or machines) will now be registered waiting for activation.

10 To activate the newly registered machine, click “Manage Units” in the left column. All registered units will be shown. Check the box to the left of the unit or units you wish to activate, and click “Activate”. This can be done for one or several machines at a time.

11 A window will appear (varies by browser you are using) asking you to save a file. Save the file to a folder on your computer where you can find it easily, such as the desktop or the Download folder. NOTE: This file is also named “control.gamegate”, but it is a newer version of the original file uploaded in Step 8.

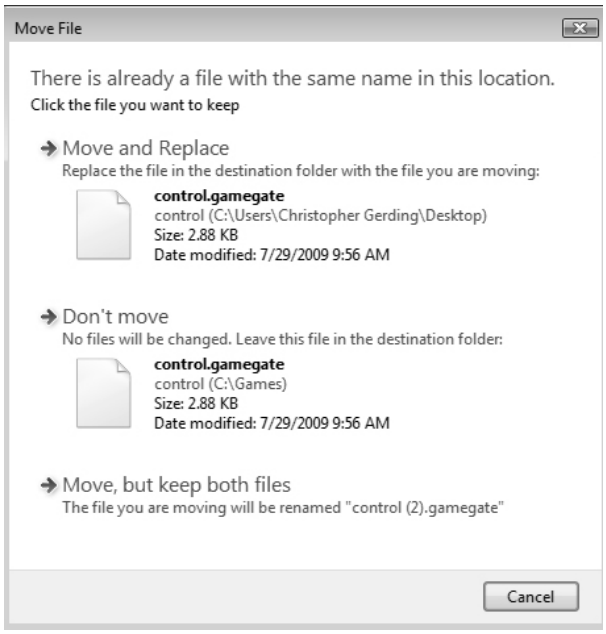


12 Copy this file directly to the USB flash drive using standard copy and paste techniques. For example, locate the new file on your computer, right click the file and choose “Copy”.



Next browse for the USB flash drive and open the USB flash drive folder. Right click in the window and choose “Paste”.

You will be asked if you want to overwrite the file.


Move File
There is already a file with the same name in this location.
Click the file you want to keep
Move and Replace
Replace the file in the destination folder with the file you are moving:
control.gamegate
control (C:\Users\Christopher Gerding\Desktop)
Size: 2.88 KB
Date modified: 7/29/2009 9:56 AM
Don't move
No files will be changed. Leave this file in the destination folder:
control.gamegate
control (C:\Games)
Size: 2.88 KB
Date modified: 7/29/2009 9:56 AM
Move, but keep both files
The file you are moving will be renamed "control (2).gamegate"
Cancel

You must overwrite the file so that the USB flash drive has the newer version of this file, which includes the data necessary to complete the activation of your equipment. In the example above choose “Copy and Replace” to overwrite the file. Your operating system may show an alternate message, but the principle remains the same.

---

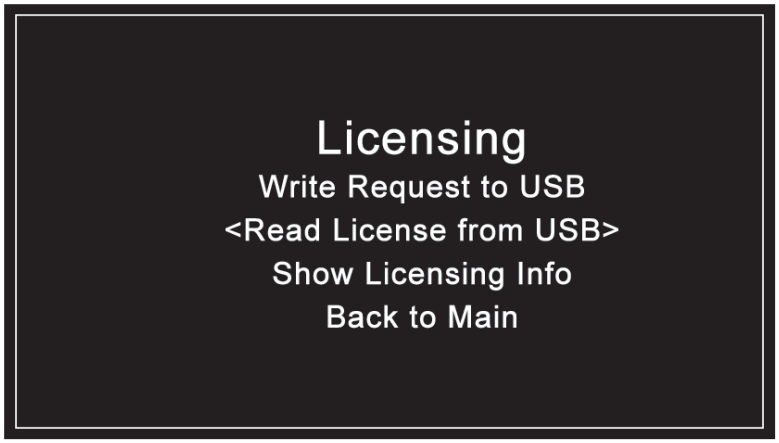
13 Remove the USB flash drive from the computer. In the Explorer window, right click on the drive and click “Safely Remove” to ensure proper removal.

---

14 Take the USB flash drive to the Game Gate(s) you wish to activate. Power the machine and wait for the LED display to no longer say “Please Wait”. Insert the USB flash drive into the USB port on the Game Gate. The following screen will appear.

15 Using the “One Player Game” button, cycle down to “Licensing” and press the “RESET” button to select.

16 Use the “One Player Game” button to scroll, and press “RESET” to select “Read License from USB”. The new file from the registration server will be located and your machine will activate.



17 Follow the onscreen prompt to remove the USB flash drive. A screen will appear during the reboot sequence that will confirm the new license status (Active). The system will be set to Standard Mode, and the Attract Mode will start after boot up and play videos uploaded into the machine (see Section 6.4 to see how to upload videos).

5.3 License Renewal Process

Game Gate™ VU includes 6 months of activation and license, which must be renewed before expiration. Failure to renew the license will result in equipment default to Free Play Mode (locked). The process for renewal is straightforward.

There are two ways to renew the license. One is through the Internet if Game Gate™ VU is connected to the network, the other is through a USB flash drive, similar to the activation process.

You will be notified by mail and by email that expiration is eminent. The Game Gate™ VU will also remind you of your expiration date. Also, the system is setup that if you own more than one Game Gate™ VU and have purchased them at different times during the year, the expiration dates will synchronize, meaning there will only be two renewal dates to remember annually for all the Game Gate™ VU product you own.

Game Gate owners will receive an invoice five months after initial activation. Game Gate license fees are $8 per month, which is billed in 6 month periods or $48 per unit (dates are tracked as “day credits”, or 182 day credits per 6 month activation).

5.4 Machine Renewal Details - Extending the Activation

The instructions below assume that your Game Gate equipment is not connected to the internet during the renewal process, in which case a USB flash drive will be required. The process is similar to activation (see section 5.2 for images and more details).

---

1 Receive the invoice from the license manager for your Game Gate unit, in most cases it is $48 per machine for 6 month extension (see section 5.3 above). Once payment has been received, the license manager will add day credits to your account.

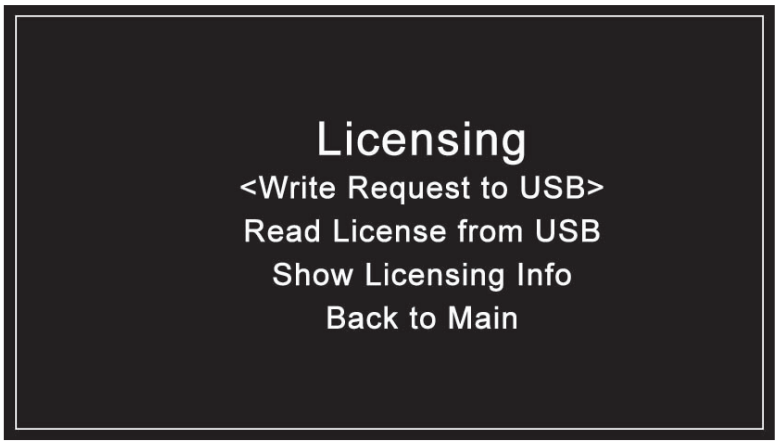
---

2 Power on the Game Gate and wait for “Please Wait” to end on the LED display. Insert a USB flash drive (such as the one included with the machine) into the USB port located behind the coin door. A menu will appear on the screen. Use the “One Player Game”, button to navigate to the “Licensing” option. Press the “Reset” button to confirm the selection.

(Note: Licensing options are also available in the graphical interface under Advanced Options, Section 6.2e.)

---

3 Select the option “Write Request to USB” by pressing the “Reset” button.



A file named “control.gamegate” will be saved to the USB flash drive. Follow the prompts and remove the USB flash drive as requested. Repeat this process for all Game Gate equipment that you own, you can use the same USB flash drive for all units.

4 Take the USB flash drive to a computer with an internet connection and insert in an available USB port. Start your browser, such as Internet Explorer, and enter www.gamegatecontrol.com into the address bar.

---

5 Login to your account by entering your login and password. Click “Manage Units” and click the “Renew” button. Follow the prompts to search for the file located on your USB flash drive, which was saved in Step 3 above. Click “Submit”.

---

6 A list of the current Game Gates eligible for renewal will appear with a checkbox next to each unit. Day credits required to update each unit are displayed as well as the day credits available to apply to eligible machines. By default, all valid units will be unchecked. Check the box for any unit you wish to renew which will reduce the available credits by the specified amount. Click “Confirm” to apply the day credits to the checked unit(s).

---

7 A window will appear (varies by browser you are using) asking you to save a file (In Internet Explorer select “Save” or Mozilla Firefox select “Save As”). Save the file to a folder on your computer where you can find it easily, such as the desktop. NOTE: The file is also named “control.gamegate”, but it is a newer version of the original file uploaded in Step 3.

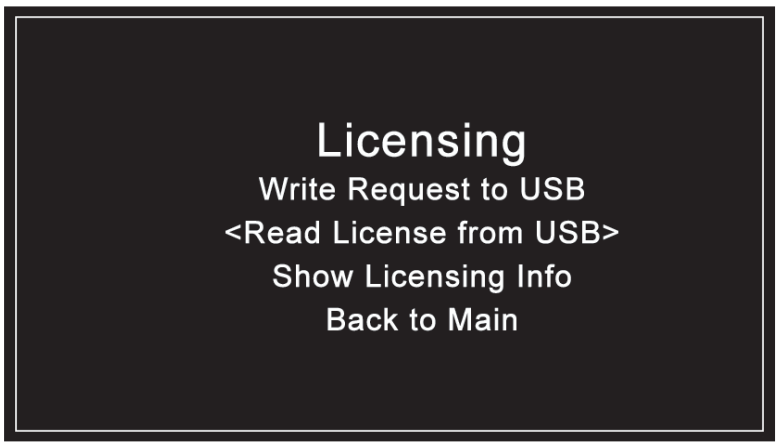
---

8 Copy this file directly to the USB flash drive using standard copy and paste techniques. For example, locate the new file on your computer, right click the file and chose “Copy”. Next browse for the USB flash drive and open the USB flash drive folder. Right click in the window and choose “Paste”. You will be asked if you want to overwrite/replace the file. You must overwrite the file so that the USB flash drive has the newer version of this file, which includes the data necessary to complete the activation of your equipment.

---

9 Take the USB flash drive to the Game Gate(s) you wish to activate. Power on the Game Gate and wait for “Please Wait” to end on the LED display. Insert the USB flash drive into the USB port on the Game Gate. The following screen will appear.

10 Using the “One Player Game” button, cycle down to “Licensing” and press the “RESET” button to select. The following screen will appear:



11 Use the “One Player Game” button to scroll, and press “RESET” to select “Read License from USB”. The new file from the registration server will be located and your machine will update.

12 Follow the onscreen prompt to remove the USB flash drive. A screen will appear during the reboot sequence that will show the new license status (Active). Renewal date will be extended 6 months. Repeat steps 9 through 12 for all machines you chose to renew in the registration server in Step 6.

5.5 When To Renew?

You will receive an invoice from the license manager at least 30 days prior to expiration. You must pay this invoice in order to extend the activation. You may, at your option, choose to have your credit card on file with the license manager to make the process more convenient. Once you have paid the renewal fee, the license manager will add “Day Credits” to your account.

Currently, the maximum allowed extension time is 6 months, or approximately 182 days. So, you will receive an invoice for $8 per month x 6 months = $48USD (per machine) prior to expiration. You must logon to the registration server to apply the credits to the Game Gate™ VU equipment. A renewal file will be placed on the USB flash drive, which can be taken to all Game Gate™ VUs that you wish to renew. Or, in the case where the Game Gate™ VU is connected to the Internet, this extension can be pushed through the network so that visiting the equipment is unnecessary (feature not available in all areas).

What is the Master Renewal date?
Quasimoto wants the process for activation and renewal of equipment to be as easy as possible. Therefore, if you have purchased and/or activated multiple Game Gate™ VU units on different dates, our system will synchronize the renewal dates of all the units to the same date so that you don't have to worry about multiple expiration dates. This means that no matter how many machines you have, you will only be billed twice a year and have to renew twice a year.

What Are Day Credits?
Every new Game Gate™ VU includes 6 months of free license. In order to synchronize multiple units the unit of measure is in days instead of months. Therefore, each new unit comes with 182 days of credit (leap years and extra days are added in favor of the licensee). The license manager will bill you in month 5 for an additional 182 Days Credits to apply to extend the license, which are applied to your account upon receipt of payment (again $8 per month per machine). The examples below show two circumstances of how Day Credits are applied and how Day Credits affect multiple units. Note that there are only two expiration dates in a year regardless of how many units are owned and when the units are activated. The first renewal date is set during initial activation will and always be the renewal date for the equipment, so mark your calendar!

Example 1: First machine is activated on Jan 1, 2010
- 182 free Day Credits are applied
- Master renewal date is Jul 1, 2010
- Invoice from the license manager for 182 Day Credits.
- Payment received before Jul 1, 182 Day Credits added to account.
- Owner logs into registration server and applies credits.
- Owner updates equipment, new renewal date is Jan 1, 2011
- Cycle repeats

Example 2: Second machine is activated on Feb 1, 2010
- Master renewal date remains Jul 1, 2010 (see #1 above)
- 152 free Day Credits are applied (to reach Jul 1, 2010)
    - Balance of 30 Day Credits remain on account
- Invoice from license manager for 182 day credits (machine 1) plus 152 days (182 - 30) Day Credits unapplied = 334 days
- Payment received before Jul 1, 334 day credits added to account.
- Owner logs into registration server and applies credits.
- Owner updates machine 1 and 2, new renewal date is Jan 1, 2011.
- Next billing cycle, license manager will bill for 364 days (182+182)
- Cycle repeats.

6. SYSTEM SETTINGS

Now that the equipment is activated, you must set up the important parameters for operation, (such as cost per minute, cost per player, volume, etc.) as well as make sure the game console is properly set up for optimal user experience.

System settings can be adjusted in one of two ways: 1) Directly on the unit using a USB keyboard/mouse.

Adjust System settings with a USB keyboard and/or mouse. Power the Game Gate™ VU on by pressing the power switch on the back panel of the machine. Wait for the LED matrix to go past the “PLEASE WAIT” message while the system is loading.
Once the Game Gate™ VU is in attract mode, open the coin door to gain access to the Game Gate™ VU user panel. On the panel, locate the two USB service ports. You will need at a USB keyboard and/or mouse to adjust the system settings. Using both will make menu navigation more efficient.

Fig. 6A

Note: Make sure that you are not currently playing a game (Game Mode) and that the equipment is in the attract mode before connecting any USB device, or the system will not go into the setup mode.

Upon inserting a USB keyboard, a window will appear on the LCD display:
If you are using a keyboard, press SPACEBAR to select a button and press the arrow keys to cycle to the OK button. Pressing ENTER will take you to the next screen. If you are using a mouse, simply click the OK button.

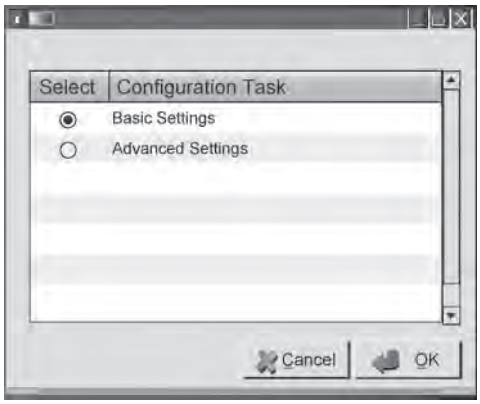


Fig. 6B

6.1 Basic System Settings

Under the “Basic Settings” options, you will be able to adjust the most important options such as Play Mode, Console Used, Attract Message, System Volume, Game Start Delay, and Attract Videos. Once you have made changes, move back to this screen and click “Exit and Restart” or press the ESC key to save the new settings.

IMPORTANT: You must unplug the keyboard and mouse Game Gate™ VU before the system restarts or the system will lock up until removed.

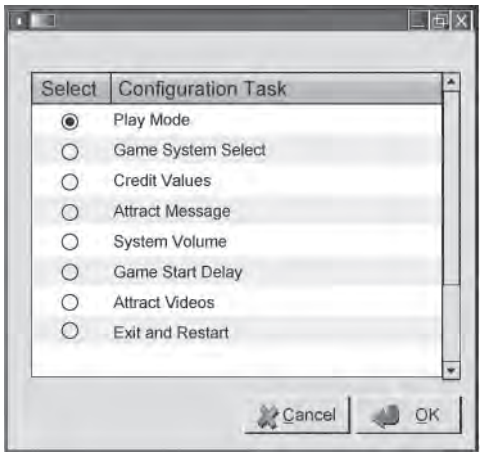


Fig. 6.1A

Basic Settings: Play Mode

Selecting Play Mode and clicking OK will take you to the following screen:

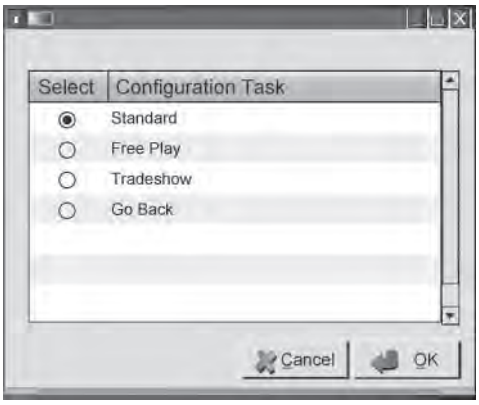


Fig. 6.1B

Standard - Select this is the mode if you wish to charge patrons for playing Game Gate™ VU. This mode requires the player to insert credits to operate a game and activate one or two players. (This mode functions as Free Play mode if the unit is not yet registered and activated.

Free Play - Select this mode if you want to have the game console and controllers on at all times. Games are free to play and there will be no custom attract videos.

Tradeshow - Use this mode if you want the games to be a free play but still want to have the attract videos. In tradeshow mode, credits are added by pressing the flashing RESET button on the front of the cabinet. Credit values are locked in this mode and setting changes will not be saved.

Select a mode for the Game Gate™ VU and click “Ok”.

Basic Settings: Game System Select

Chose the game system that you are using in the Game Gate™ VU and click OK, which will take you back to the Basic Options page. Default system is Xbox 360®.

Xbox 360® - a Microsoft® product
PLAYSTATION®3 - a Sony® product
PC - support coming soon

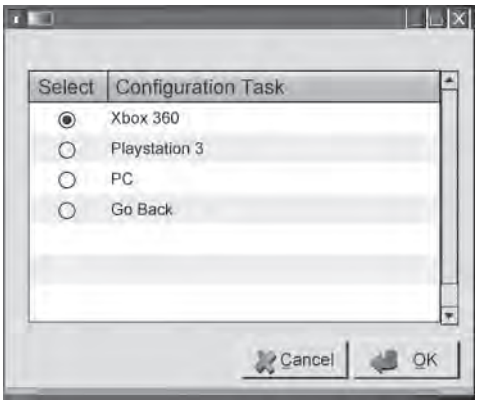


Fig. 6.1C

Basic Settings: Credit Values

Minimum Credits to Start - Set the number of credits to start a game by sliding the bar to the left or right using the arrow keys on the keyboard or by dragging with the mouse. Click “Ok”.

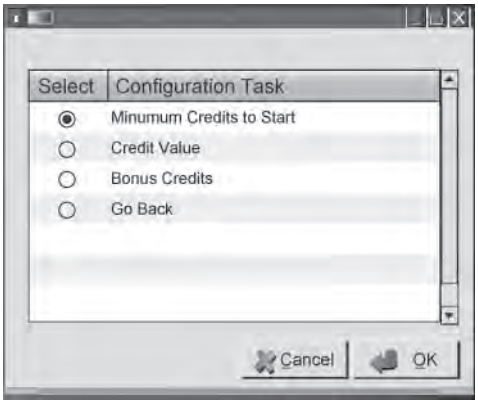


Fig. 6.1D

For example, if a credit is 25 cents and you want to have a 50 cent minimum to start a game, adjust the value to 2. Default value is 2 credits to start.

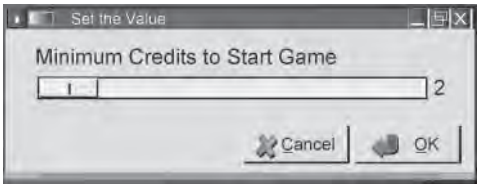
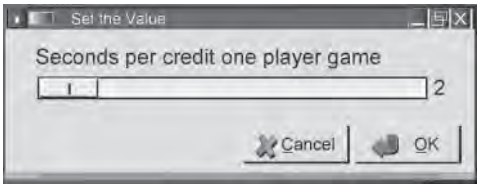


Fig. 6.1E

Credit Value - Set the number of seconds that will be given to the player for a single credit on a one player game. Set the number of seconds by sliding the bar to the left or right using the arrow keys on the keyboard or by dragging with the mouse.



For example, if you wish to have one credit give 60 seconds of play, adjust the value to 60. If one credit is 25 cents, this means that one dollar (4 credits) will give one player four minutes to play. Default value is 75 ($1=5 minutes). Also, if a 2-player game is started, the seconds will be divided in half. In the example just given, this means that one dollar of play would give both players two minutes and thirty seconds to play. Click “Ok”.

Bonus Credits - If you wish to give players a discount at a certain credit level, select this option to make adjustments.

Basic Settings: Attract Message

The Attract Message setting will change the message displayed on the LED matrix in the Game Gate™ VU header during the attract mode. Use this area to create your own messages to promote the game in the machine, communicate the cost per player, and pass any other message (ie. drink specials, venue name, etc).

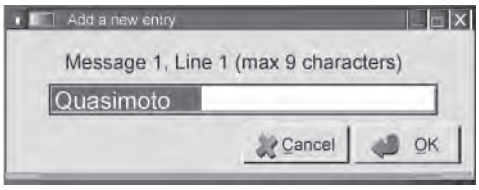


Fig. 6.1G

There are 8 messages, with each message having two lines with up to 9 characters per line. Use the keyboard to enter up to 9 digits, including spaces, for the display screen and press OK to go to the next line/message. The LED matrix will display two lines per message and play each message in order from 1 to 8.

For example:
Message 1, Line 1: “PLAY” will appear as:
Message 1, Line 2: “FIFA 2009” will appear as:

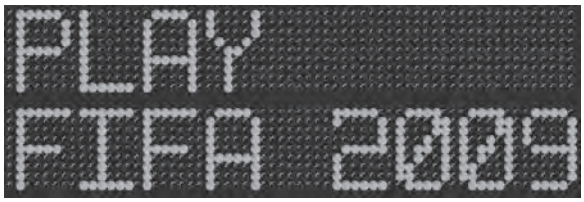


Fig. 6.1H

Message 2, Line 1: “1 DOLLAR” will appear as:
Message 2, Line 2: “5 MINUTES” will appear as:

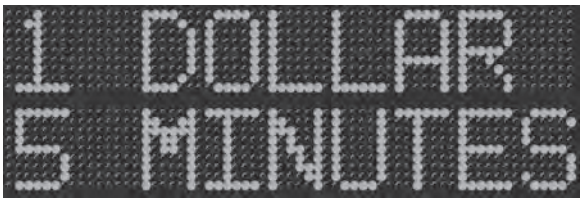


Fig. 6.1I

Lower case will also work in the display as well as standard symbols and characters. Use spaces to center text.
The default message is: “Quasimoto, Game Gate™ VU; Converts,Home Game; Consoles, Into; Play, by Time; Game, Machines; 1 Dollar, 5 minutes; Per, Player; Get in, the Game!”

The last two messages, message 9 and 10, are reserved for an emergency call out that is triggered by the emergency jack signal. Default message is “FIRE, ALARM!; PLEASE, END GAME”

Basic Settings: System Volume
Refer to Section 3.5 for master volume settings

Attract Mode - The volume level when the game is attracting players and no credits have been inserted. During attract mode the game preview, game instructions, and uploaded video advertisements will play at the set volume. Values range from 0 (no volume) to 255 (max volume). Many operators have seen that a lower attract volume in certain venues will deter venue employees from unplugging the equipment.

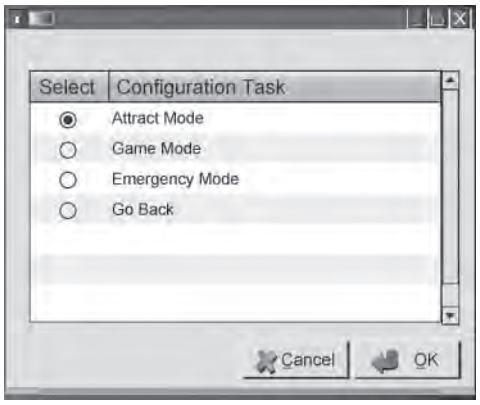


Fig. 6.1J

Set the volume level by sliding the bar to the left or right using the arrow keys on the keyboard or by dragging with the mouse. Default value is 200. Click “Ok”.

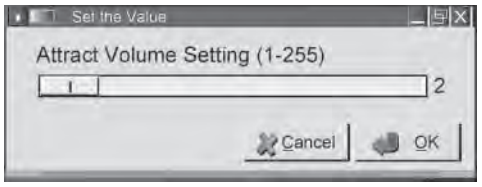


Fig. 6.1K

Game Mode - The volume level when credits have been inserted and the game is being played. Values range from 0 (no volume) to 255 (max volume). It is recommended to have the game volume higher than the attract volume, but should be set to venue preference.

Set the volume level by sliding the bar to the left or right using the arrow keys on the keyboard or by dragging with the mouse. Default value is 255. Click “Ok”.

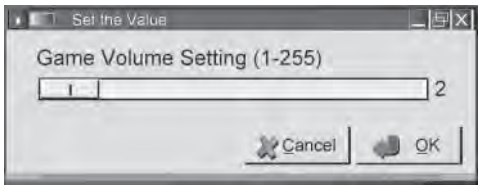


Fig. 6.1L

Emergency Mode - This is the volume level if the emergency jack on the back of the cabinet is connected and a signal is received. The emergency mode is for venues that have a fire alarm and must make important announcements (for example, an airport). The emergency volume should be set much lower than the Attract Mode volume or Game Mode volume so that patrons can hear the announcement.

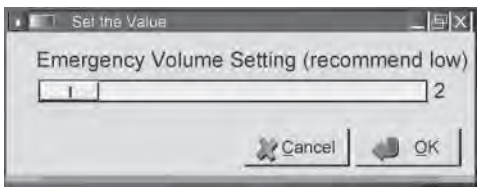


Fig. 6.1M

Set the volume level by sliding the bar to the left or right using the arrow keys on the keyboard or by dragging with the mouse. Default value is 0. Click “Ok”.

Basic Settings: Game Start Delay

The Game Start Delay is an important time value that ensures a positive player experience. Video games vary greatly in the amount of time it takes to navigate menus and load before game play will actually begin. The Game Start Delay is the amount of free time to allow to begin a new game; the amount of time that will pass before the timer starts to count down. Games that have a long load time in the beginning should be assigned a longer Game Start Delay to account for this time. The Game Start Delay is free time that is only given on the start of a new game, not the continuation of a game that is already in progress.

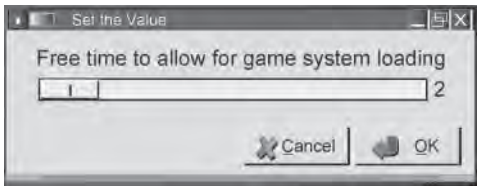


Fig. 6.1N

Set the number of seconds by sliding the bar to the left or right using the arrow keys on the keyboard or by dragging with the mouse. Click OK to return the previous menu. Default value is 60 seconds.

Basic Settings: Attract Videos

The Attract Videos section allows you to preview and delete the videos that are currently loaded into the Game Gate™ VU. When the Game Gate™ VU is not being used by a player (no credits inserted), the Game Gate™ VU will play videos on the LCD to attract the player and inform the player how to get the game started. The Game Gate™ VU is designed to work with many file formats, such as AVI, MPEG, and WMV. We recommend files that are high definition 720p minimum for the best picture and audio quality. The Attract Videos must be uploaded into the Game Gate™ VU through a USB flash drive, in a folder named “GGvideo” (case senstive). Create this folder using a computer browser.

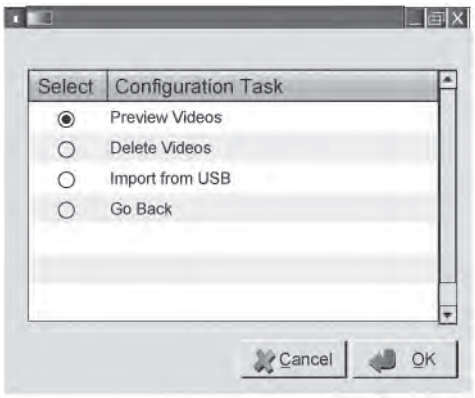


Fig. 6.1O

Preview Videos - lists the videos loaded in the Game Gate™ VU. Scroll down to select a video to preview. Select “Go Back” to return the previous menu. Click “Ok” when selection is made.

Delete Videos - delete the videos that you no longer wish to run in the attract sequence. Select “Go Back” to return the previous menu. Click “Ok” when selection is made.

Import from USB - select this option to upload the videos from the USB flash drive. Use a personal computer to copy video files into the folder “GGvideo” (case sensitive) on any USB flash drive. You can create this folder in the root directly of a USB flash drive for the same effect. Videos can be uploaded through the onscreen setup menu. Select “Import from USB” and follow the prompts to insert the USB stick into the USB port on the user panel. Click OK to return to the previous screen. Go to the “Preview Videos” section to confirm a successful upload.

6.2 Advanced System Settings

The Advanced System Settings section includes all the Basic System Settings (detailed in Section 6.1) and more detailed system settings for users that wish to take advantage of the full set of options available with the Game Gate™ VU. System settings can be adjusted in one of two ways 1) directly on the unit using a USB keyboard/mouse or 2) through an Internet connected computer via the registration server. This section is a guide to the Advanced System Settings menu system directly on the unit via a keyboard and/or mouse. Navigate the menus the same as shown in the basic settings (Section 6.1).

The Advanced System Settings are grouped by function (settings which control how the unit operates, network settings, and maintenance functions are grouped under menus for those tasks). The initial menu options are as follows:

- **6.2a System Information** - Displays general information about the unit such as software version and free memory amount.
- **6.2b Video Management** - Management of attract mode videos. Detailed in Basic System Settings.
- **6.2c Network Settings** - Allows configuration of network interface to allow the unit to connect to the Internet.
- **6.2d Operation Settings** - Configuration of unit's operation parameters, such as credit values, timings, and volume.
- **6.2e Licensing** - View current license information, request, or upload licensing information.
- **6.2f Maintenance** - Perform system maintenance tasks.

6.2a Advanced Settings: System Information

This option will display a window showing the current software and firmware versions of the unit, as well as memory in use by attract videos, and the amount of free memory remaining.

6.2b Advanced Settings: Video Management

See Section 6.1

6.2c Advanced Settings: Network Settings

This option allows you to change the network settings for the Game Gate™ VU unit. The benefits of connecting a Game Gate™ VU unit to the Internet include checking activity/maintenance logs, changing settings, and automating license renewal for all your Internet-connected units from one Internet-connected computer. Game Gate™ VU requires broadband connection and is not dial up Internet compatible. Broadband connection and internet fees are the responsibility of the proprietor.

Show Current Settings - This option displays a window containing your unit's current network configuration. This includes connection type (DHCP or Static), IP address, Subnet mask, Gateway, and DNS servers.

Change Settings - This option allows you to change your connection type. DHCP auto-configuration and static addressing are supported. If static is chosen, the unit will guide you through a short series of dialogs to set your IP, netmask, and other settings. If your unit is equipped with a wireless networking add-on, the change settings dialogs will include choosing

between a wired and wireless connection, and searching for or manually setting any appropriate wireless network settings.

Test Connection - This option performs a test of your network and internet connection. This can help determine if your chosen settings are correct, and that your connection is operating properly.

6.2d Advanced Settings: Operation Settings

Settings under “Operation Settings” affect how the Game Gate™ VU unit operates. Many of these options are already coved in Section 6.1 “Basic Settings”. Those options present in both Basic and Advanced menus operate identically.

Operation Mode - see Section 6.1

Console System - see Section 6.1

Credit Values - see Section 6.1

Marquee Message - see Section 6.1

System Volume - see Section 6.1

System Timings
These options represent some of the timing values that may need to be adjusted to ensure smooth operation and optimal user experience.

> ***Coin Mechanism*** - This option sets the pulse delay for the coin mechanism a ttachment. Please consult your coin mechanism documentation for the appropriate setting. Default is 200ms.
>
> ***Bill Acceptor*** - This option sets the pulse delay for the bill acceptor attachment. Please consult your bill acceptor documentation for the appropriate setting. Default is 200ms.
>
> ***Marquee Scrolling*** - This option controls the rate at which the message on the LED marquee changes. Lower values cause the display to change more frequently, leaving a given message up for less time before changing. Default value is 6.
>
> **Game Start Delay** - see Section 6.1

Misc. Options

> ***Xbox 360® Kiosk Mode*** - This toggle controls whether or not a connected Xbox 360® is set in “Kiosk Mode”. In Kiosk Mode, the center guide button on the Xbox controller will not function (instead bringing up an informative window), thusly preventing the user from escaping the game to the Xbox 360® dashboard where they could otherwise alter important settings on the Xbox 360® console. This option is defaulted to ON.
>
> ***Add 2P Without Reboot*** - Very few games allow the addition of a second player mid-game. The standard behavior of the Game Gate™ VU is to reset the game console when adding a second player mid-game. This setting will override the standard behav ior, allowing the user to add a second player during play without resetting the console. As very few games support this, the option is defaulted to OFF.

6.2e Advanced Settings: Licensing

This section provides options for handling the Game Gate™ VU licensing. Access this setting to: manually attempt to renew a license, to extend the activation to the next renewal date. See Section 5, for more information about the activation and renewal process.

Export License Request - This option will prompt you to connect a USB memory device if you have not already done so. The unit will then write out a license request to the USB memory device.

Import License Response - This option will prompt you to connect a USB memory device if you have not already done so. The unit will search the flash device for a valid license response from the online registration server and apply it.

Request from Server - if your Game Gate™ VU is connected to the Internet, this option will cause the unit to connect to the registration server and acquire any valid license updates. This should generally not be necessary for Internet-connected units as they will periodically request this information on their own. Online licensing may not be available in some areas.

Display License Information - This option will present a window displaying current license information such as length and expiration date.

6.2f Advanced Settings: Maintenance

Contained under this option are procedures which are unlikely to be needed on a regular basis, but can be used to diagnose or correct some malfunctions in a Game Gate™ VU unit.

Review Maintenance Log - Selecting this option will present a window containing the maintenance log of the Game Gate™ VU. This log tracks all maintenance procedures, including the dates and times they are performed.

Maintenance: Empty Currency - This option will display the current credit count in the machine, and present the option to reset the counter. This is primarily used when the coin bucket and/or bill acceptor magazine are emptied. The currency count can be compared to actual currency in the unit to aid in the detection of theft or device malfunction. Emptying the currency and resetting the counter will add an entry to the maintenance log detailing when the procedure was performed, and the currency counter value at that time.

Date and Time - Occasionally the internal clock of the Game Gate™ VU unit will need set to the correct date and time. This option allows you to set the date and time accordingly, and adds an entry to the maintenance log detailing both original date/time and the newly set date/time.

Test Audio/Video - This option allows you to run tests of the audio and video systems. The audio system can be tested for left/right stereo sound and high/low frequency. The high and low frequency tests should cause the unit to emit a tone which should very smoothly transition from a low pitch to a high pitch. Distortion or crackling noises are indicative of damaged equipment. The video test will cause the LCD screen to cycle through several screens of solid colors, followed by several screens of grid layouts. Colors should appear solidly uniform across the entire screen, and the grid lines should appear crisp and straight.

System Maintenance - These functions are generally reserved for in-depth troubleshooting and system repair.

Flash System Firmware - This option will flash the base system firmware of the Game Gate™ VU unit. This option should only be used at the direction of technical support personnel. Incorrect usage can cause the Game Gate™ VU unit to operate incorrectly and necessitate major repair.

Run Troubleshooter - Activating this option will cause the system to enter a troubleshooting mode. This should only be done at the direction of technical support personnel. Not available on all units.

Enter Debug System - Not available on all units. This option allows the operator to access a debug interface.

Configuration Data - A Game Gate™ VU unit stores configuration data internally. This information can be written out to a USB flash memory device for backup. Alternatively, a Game Gate™ VU can import configuration data from a USB flash memory device and reconfigure itself accordingly.

Export Configuration Data - This option will prompt you to connect a USB flash device if you haven't already done so, and then update it with the current configuration details of the unit.

Import Configuration Data - This option will prompt you to connect a USB flash device if you haven't already done so, and then import any valid configuration data from the flash device. Configuration data is stored uniquely to each machine on the flash drive, so a given unit can only import data that it has previously exported, or has been generated by the online registration server.

Restore Factory Defaults - This option will reset the unit's settings back to factory specifications. This does not erase any software or firmware updates that the unit has received. All settings stored previously are lost.

6.3 USB Flash Drive Menu

When a USB memory device (such as a thumbstick or other flash drive) is connected to the Game Gate™ VU before a keyboard or mouse is connected, a menu will appear after a short delay. This menu system is navigated with the buttons already present on the cabinet. The initial menu appears as below.

Fig. 6.3A

The option with "<" and ">" on either side is the currently highlighted selection. "One Player Game" button moves the selector up, "Two Player Game" button moves the selector down, and the "RESET" activates the highlighted selection.

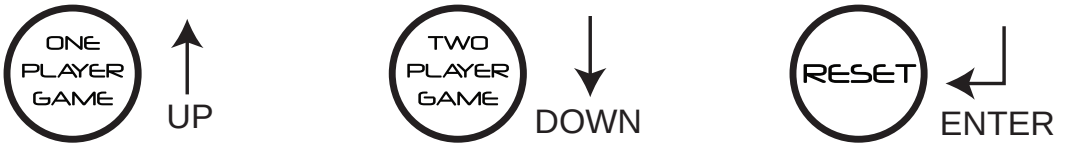


Fig. 6.3B

In brief, the function of each menu item is as follows:

Attract Videos – Allows importing of videos from USB device, or entry to video manager.

Licensing – Allows viewing and updating of licensing information.

Configuration – Used for transferring configuration data to/from USB device.

System Update – Allows update of Game Gate™ VU system software and firmware.

Exit and Restart – Finalizes any changes and restarts the unit.

Each of the above menu options presents a submenu with the exception of Exit and Restart.

The layout and function of each submenu is detailed below. Menu navigation remains the same throughout the submenus as it does for the main menu.

ATTRACT VIDEOS

Import USB (keep existing) – Import video files from the “GGvideo” folder of the flash device into the unit’s library of attract mode videos. This option leaves any existing video files on the unit.

Import USB (clear existing) – Import video files from the “GGvideo” folder of the flash device into the unit’s library of attract mode videos. This option erases any existing video files on the unit prior to import.

Video Management – This option will prompt for the user to connect a USB keyboard or mouse to a USB service port on the unit to make use of the video management feature (this feature is detailed along with the standard configuration system). Pressing the “1 Player Game” button during this prompt will cancel and return to the main menu.

LICENSING

Write Request to USB – Generate a License Request and write it to the USB memory device. This is a necessary first step to activate and/or renew a unit’s license.

Read License from USB – Read a License Response from the USB memory device. License. Responses are generated by the Game Gate™ VU Licensing server and should be downloaded to the USB memory device. If a valid license has been obtained and downloaded to the USB memory device, this option will activate the unit.

Show Licensing Info – Display current license status, as well as other information such as date of activation and expiration.

CONFIGURATION

Write to USB – Copy the unit’s current configuration settings to the USB memory device. This does not include the video files in the unit’s attract mode video library or license data.

Read from USB – Read configuration information from the USB memory device and apply it to the unit. This does not include license information or video files.

Config Manager - This option will prompt for the user to connect a USB keyboard or mouse to a USB service port on the unit to make use of the configuration management feature. Pressing the “1 Player Game” button during this prompt will cancel and return to the main menu.

SYSTEM UPDATE

Update from USB – This option causes the unit to search for valid system updates residing on the USB memory device. If a valid update to a newer version of system software is found, it will be applied immediately.

Update Online – This option causes the unit to contact the Game Gate™ VU servers on the internet to request any software updates. Any valid updates will be downloaded and applied. (NOTE: THIS FEATURE MAY NOT BE FUNCTIONAL IN YOUR AREA)

6.4 Attract Videos

Overview

When the Game Gate™ VU is not being used by a player (no credits inserted), the Game Gate™ VU will play videos on the LCD screen to attract the player and inform the player how to get the game started. The Game Gate™ VU is designed to work with many file formats, such as AVI, MPEG, and WMV. We recommend files that are high definition 720p minimum for the best picture and audio quality. The Attract Videos must be uploaded into the Game Gate™ VU through a USB flash drive, such as the one included with each machine.

What Videos to Use

Quasimoto recommends that the videos displayed include at least one video clip of the current game being played in the machine, such as a game trailer. High definition game trailers can be found through internet searches on websites such as www.gametrailers.com.

It is also possible to load commercials for products, movie trailers, and other consumer notice videos. Such videos can be sold as advertising opportunities. If you have a good location, this is an alternative revenue opportunity in operating Game Gate™ VU.

Video files will play in random order. To increase the frequency of particular videos, simply create more copies (with a slightly different file name) to increase the odds that a particular video will play.

How to Load Videos

To load video files into Game Gate™ VU, you will need a computer and a USB flash drive, such as the one included with the equipment. The example below assumes that the computer is running a Windows based operating system, but the principle remains the same regardless of the operation system being used.

1 Insert the USB flash drive to an available USB port on the computer.

2 Click “Open folder to view files” to view the files and folders on the USB drive.

Fig. 6.4A

3 If a folder named “GGvideo” does not exist on the drive, right click the mouse button and choose New>Folder.

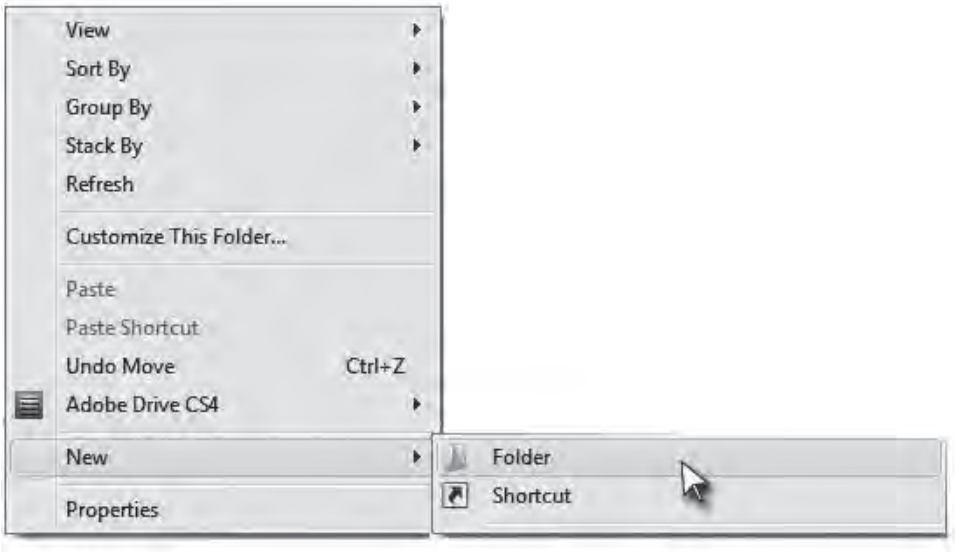


Fig. 6.4B

4 Right click on the “New Folder” and select “Rename”.

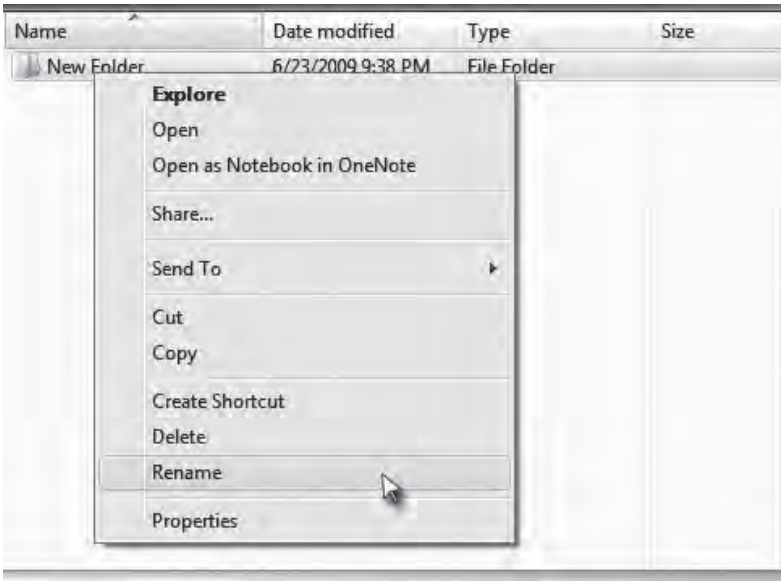


Fig. 6.4C

5 Name the folder “GGvideo”

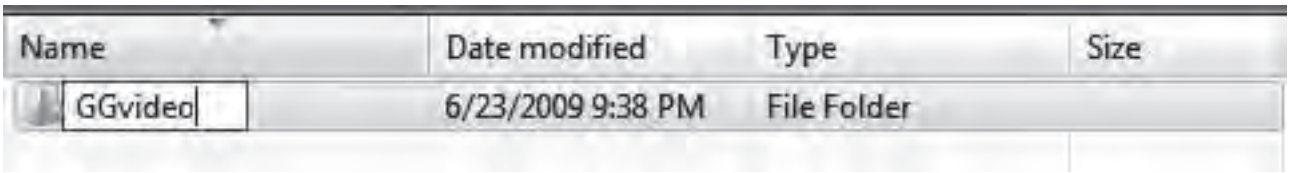


Fig. 6.4D

6 Copy all of the video files you wish to play in Game Gate™ VU to this folder.

7 Go to “My Computer”, and right click on the USB flash drive, select “Safely Remove”. Remove the USB flash drive from the computer.

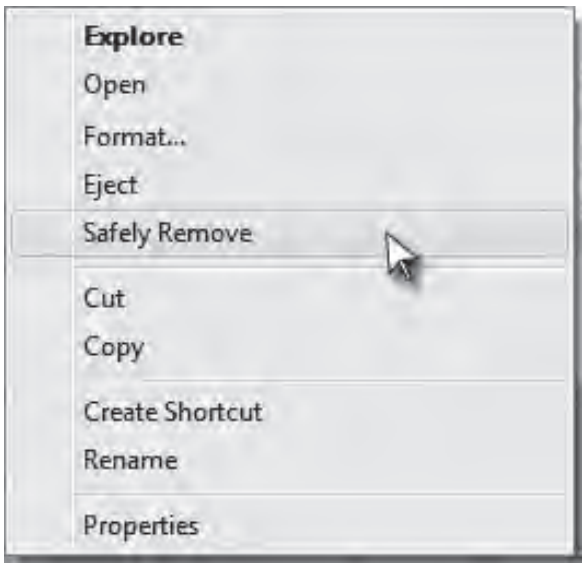


Fig. 6.4E

8 Insert the USB flash drive into the USB port on the Game Gate™ VU user panel (located behind the top coin door).

9 Navigate the setup menu (See Section 6.3 “USB Flash Drive Menu”) to upload the videos from the USB flash drive into the Game Gate™ VU.

6.5 Optimizing The Xbox 360®

Some adjustments must be made to the XBox 360® to optimize the console for this application. To make these adjustments the Xbox 360® must be on and showing video. To do this, make sure there is no game disk in the DVD driver. Power on the Game Gate™ VU, allow it to load until the “Please Wait” message on the LED matrix is no longer showing. Open the coin door and press the Free Coin button to add at least 5 minutes of time. Then press the “One Player Game” button. The system will boot and take you into the Xbox 360® dashboard to adjust the console’s settings.

DISPLAY SETTINGS

In order to get the best possible video quality out of the Xbox 360® and the Game Gate™ VU, set the XBox 360 to high definition widescreen, which is accomplished through the Xbox 360® dashboard. Use the handheld controllers to move to the system settings and set the video to 720p WIDESCREEN (see the XBox 360® owner’s manual for more details). The video quality will improve and games will now run in high definition.

STARTUP SETTINGS

The Game Gate™ VU frequently resets the XBox 360®. The design of the system is that the game disc in the drive must be detected and automatically started when the system boots. Default settings with the Xbox 360® usually have this already enabled, but if the game is not directly booting and instead you are seeing the dashboard during boot, check the system startup options in the dashboard to automatically boot to the disc. In the dashboard, go to the SYSTEM tab, then scroll down to the STARTUP tab as shown and make the appropriate selection (see the XBox 360® owner’s manual for more details).

6.6 Optimizing The PLAYSTATION®3

Some adjustments must be made to the PLAYSTATION®3 to optimize the console for this application. To make these adjustments the PLAYSTATION®3: Must be on and showing video. To do this, make sure there is no game disk in the DVD driver.

- Power on the Game Gate™ VU,
- Allow it to load until the “Please Wait” message on the LED matrix is no longer showing.
- Open the coin door and press the Free Coin button to add at least 5 minutes of time.
- Then press the “One Player Game” button.
- The system will boot and take you into the PLAYSTATION®3 dashboard to adjust the console’s settings.

DISPLAY SETTINGS

In order to get the best possible video quality out of the PLAYSTATION®3 with Game Gate™ VU, set the PLAYSTATION®3 to high definition widescreen, which is accomplished through the display settings section of the menu. Use the handheld controller to move to the system settings and set the video to 720p WIDESCREEN (see the PLAYSTATION®3’s owner manual for more details. Once the video setting is confirmed, the video quality will improve and games will now run in high definition.

7. CUSTOMIZING THE APPEARANCE

The Game Gate™ VU has a modular graphic system “Quikskin”, which allows for the side panels, marquee, and control panel to easily be updated to promote a specific game title. In addition, the control panel has a slot to display the retail game case, which communicates the game rating.

7.1 Changing The Marquee

The top backlight graphic is a translucent vinyl film between two clear acrylic panels. To change the graphic you must remove the acrylic panel from the marquee header.

1 Open the back door and disconnect the green/yellow cable at the connector as shown.

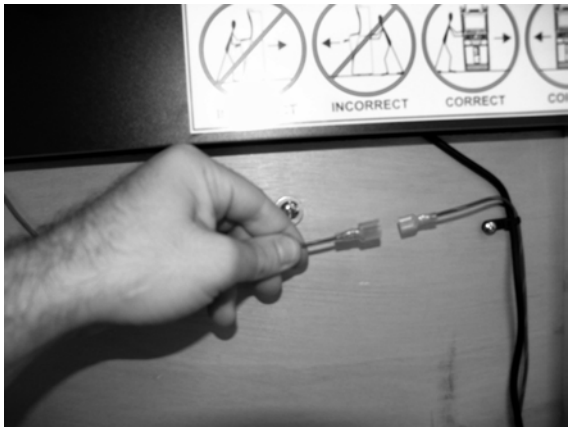


Fig. 7.1A

2 Use a screwdriver to remove the 5 screws shown. Do not try to remove the screw in the top center.

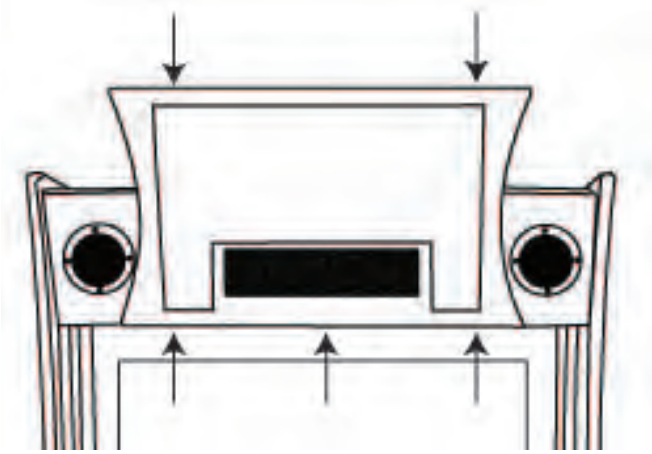


Fig. 7.1B

3 Remove the panel, slide the acrylic out. The graphic is pressed between two sheets. Remove the edge channel to separate the acrylic. Update the graphic and reverse the steps to reinstall the metal bracket and reconnect the green/yellow wire.

Fig. 7.1C

7.2 Changing The Retail Game Case

1 Remove the control panel by unlocking the control panel pin lock. Lift up on the panel.

Fig. 7.2A

2 Set the control panel on its top to gain access to the underside of the panel. Loosen the two set screws. Pry the existing game case out of the control panel.

Fig. 7.2B

3 Insert the new retail game case and tighten the set screws.

Fig. 7.2C

4 Replace and lock the control panel.

Fig. 7.2D

7.3 Changing The Instruction Panel

1 Remove the control panel vy unlocking the control panel pin lock. Lift up on the panel and set it on its top.

Fig. 7.3A

2 Use a screwdriver to remove the two screws as shown. Remove the wood panel.

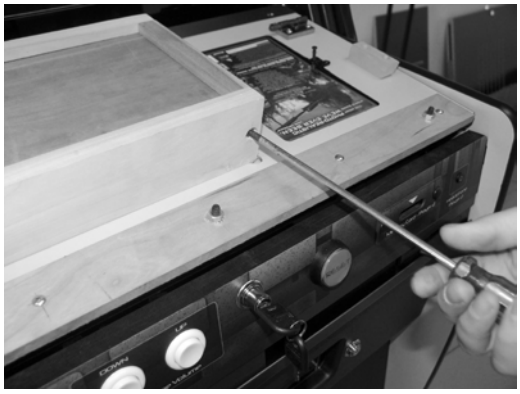
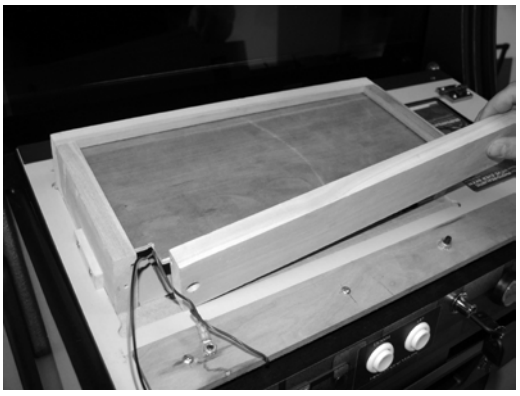
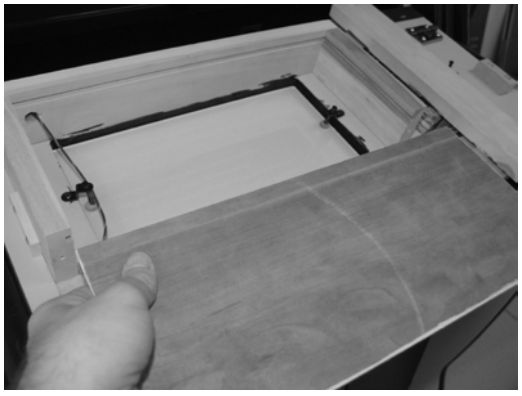


Fig. 7.3B



3 Slide the light panel out to move it out of the way. Loosen the set screws and turn out of the way. Pry the acrylic panel up with a flat head screw driver to access/change the graphic.



. Fig. 7.3C

4 Reverse the steps and replace and lock the control panel with the new graphics.

Fig. 7.3D

7.4 Changing The Side Panels

The Game Gate™ VU side decals are designed to be covered by alternative graphic panels. Replacement graphic panels are printed on rigid PVC with mounting holes. See the instructions included with the graphic panel set for details on how to change the side panels (screws included in side panel kits).

8. CARE & MAINTENANCE

Game Gate™ VU should be kept clean and functional at all times. Damaged or broken components should be repaired or replaced as soon as possible.

Cabinet - To clean the cabinet, avoid using any harsh or abrasive chemicals. Wipe the cabinet frequently with a soft cloth. Do not use ammonia based cleaners as this may damage the polycarbonate lamination.

Controller - If a handheld controller is not functioning, replace it with a new controller as soon as possible. Replacement controllers are inexpensive and easily found at your local electronics retailer.

Components - If a critical component to the Game Gate™ VU is damaged and the unit is not functioning properly, contact your distributor or Quasimoto for technical support and warranty/replacement parts. See the parts list at the end of this manual for part numbers and further details.

9. LICENSING INFORMATION

Game Gate™ VU allows the use of a video game system and software in a public environment. However, not all publishers and not all games are authorized to use with the equipment. Game titles and publishers available are detailed in the registration server (login to your account for details), and your distributor will also be able to provide you with a list. New games are always being released to market, so check frequently to see what new games/licenses have been obtained.

To legally operate Game Gate™ VU (and activate equipment) you must have the following:

1) Valid email address
2) Computer with internet access
3) License paperwork provided by your distributor
4) Valid mailing address

Game Gate™ VU is licensed to operate through our partner iGames, Inc. Game Gate™ VU includes membership and activation of the equipment. Your distributor will provide you with license documentation which must be signed by the owner of the equipment. A hardcopy of this paperwork must be received by mail. The paperwork only needs to be filled out once; before your first purchase can be activated. If you have not received this paperwork, please contact your distributor and request a copy. Fill in all the necessary fields, sign and date two copies of each agreement and send both copies of the paperwork to this address:

Game Gate™ VU Membership
c/o iGames, Inc.
201 San Antonio Circle suite 260
Mountain View, CA 94040

In return you will receive back one copy of the agreements, signed by iGames, and an invitation letter with membership details. iGames will create an online account for your Game Gate™ VU management, and will establish a password and login for equipment activation and renewal (instructions are included). You password and login will be emailed to you and included in the package.

Make sure to carefully read the agreements. If you have any specific questions about the licenses and limitations, please contact iGames directly by phone or email (contact information is included in the documentation).

Friendly reminder: You are NOT granted the right to use trademarks and logos without permission from respective owners. For example, you cannot run a promotion, advertisement, or create a website using any IP that could be perceived as an official endorsement from the game developer, publisher, or IP holder without consent. If you have any questions about these limitations, please contact iGames for more information. Quasimoto, iGames, and our affiliates are not responsible for infringement/abuse, as we make no representation that use of unauthorized IP has been granted. Reported abuse may result in legal actions against you and your business, as well as termination of your license membership, which includes equipment deactivation.

10. WARRANTY

Quasimoto is about having fun with video games. We are gamers at heart. It is our objective to bring the most entertaining and profitable video arcade experience to your best locations We recognize that this is only possible with the highest quality products, that are superbly designed, manufactured with the highest quality components to exact specifications, and are built to last. This is the purpose of our existence as a company. However, try as we might, occasionally product is manufactured with defects. In this rare event, we want to make your experience as straight forward and pleasant as possible.

QUASIMOTO LIMITED WARRANTY

QUASIMOTO HEREBY WARRANTS THAT ITS ARCADE CABINET AND ELECTRONIC COMPONENTS WILL BE FREE FROM DEFECTS IN MATERIALS AND WORKMANSHIP FOR 90 DAYS WITH THE ORIGINAL OWNER ("OWNER"). QUASIMOTO AGREES, AT ITS SOLE OPTION, WITH NO CHARGE TO OWNER, TO REPAIR, REPLACE OR REFUND THE COST OF ANY AND ALL PARTS DETERMINED TO BE DEFECTIVE, WHETHER IN MATERIAL OR WORKMANSHIP, BY QUASIMOTO. OWNER AGREES TO PRE-PAY ONE-WAY SHIPPING. QUASIMOTO AGREES TO PAY ONE-WAY SHIPPING. REPLACEMENT OF THE ENTIRE CABINET OR ITS MAJOR SUB-COMPONENTS IS NOT REQUIRED UNDER THIS WARRANTY. TO OBTAIN PERFORMANCE OF ANY OBLIGATION OF THIS LIMITED WARRANTY ("WARRANTY"), THE OWNER MUST CONTACT QUASIMOTO OR AN AUTHORIZED DISTIRBUTOR. PROOF OF PURCHASE IS REQUIRED.

THIS WARRANTY IS SUBJECT TO THE LIMITATION SET FORTH BELOW:

1. NORMAL AND REASONABLE WEAR AND TEAR
2. DEFECTS OR DAMAGE DUE TO ACCIDENT, ALTERATION, ABUSE, MISUSE, DROPPING, NATURAL DISASTER, NEGLECT, OR FAILURE TO PROVIDE REASONABLE AND NECESSARY MAINTENENCE.
3. CABINET, MONITORS, ELECTRONICS, AUDIO SYSTEMS THAT HAVE BEEN REPAIRED OR INSTALLED BY PARTIES OTHER THAN THOSE AUTHORIZED BY QUASIMOTO.
4. DAMAGES EXCEEDING THE ORIGINAL COST OF THE ARCADE SYSTEM.
5. WARRANTY DOES NOT COVER THE VIDEO GAME SYSTEM

IN NO CASE SHALL QUASIMOTO BE LIABLE FOR ANY SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES FOR BREACH OF WARRANTY OR ANY IMPLIED WARRANTY. SOME STATES DO NOT ALLOW THE EXCLUSION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE LIMITATION MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS AND YOU MAY ALSO HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

To obtain warranty/technical support, please contact Quasimoto via any of the following methods:

Telephone: 1.888.400.5774
If calling from outside the U.S: 001-330-331-4515
Web: www.quasimoto.com
E-mail: tech@quasimoto.com

or

Mail: Quasimoto Interactive, Inc.
471 E. Bergey St. Suite 1
Wadsworth, OH 44281

Hours of operation are Monday through Friday, from 9 AM to 5 PM EST, excluding major holidays. Our technical support staff will do its best to respond to you within 24 hours.

XBox 360® is a registered trademarks of Microsoft Corportation. PlayStation® is a registered trademark of SCEI and/or its affiliates.
Quasimoto™ and Game Gate™ VU are registered trademarks of Quasimoto Interactive, Inc.

11. PARTS LIST

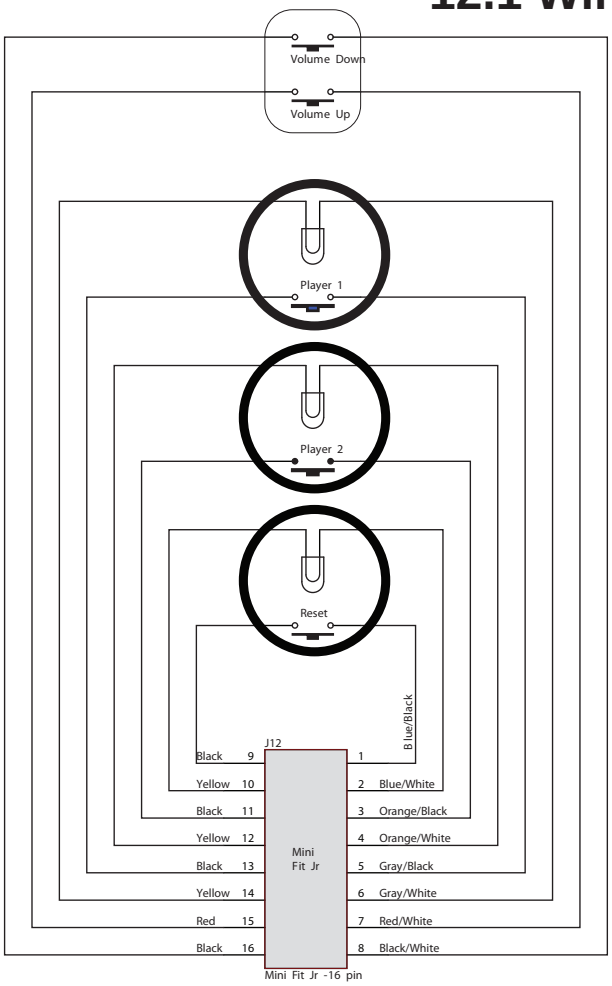
	Quasimoto Part #	Description
Plastic/ Custom Components	2091011	Xbox wired controller housing, 2 part top and bottom
	2091021	Xbox wireless controller housing, 2 part top and bottom
	2091031	ABS sliding controller block, 3 part: core top, bottom, plug and 3 screw
	2091041	Memory socket with USB B male end
	2091051	Acrylic game console window
	2091061	Speaker grills
	2091091	Tempered glass control panel
	2091071	Playstation controller housing, 2 part with security screws
	2091081	Tempered glass monitor bezel
	2091091	Rubber controller bracket with metal core
	2091101	White acrylic strip for left and right size LED light cover
	2091111	White acrylic strip for console bracket
	2091121	Clear acrylic sheet for instruction backlight area of control panel
	2091131	Clear acrylic sheet for backlight marquee
	2091141	Plastic trim for backlight marquee graphic
	2091151	Wood side panel connection bars to secure top to bottom of cabinet
Printed Artwork	2099021	Game Gate color decal set, side panels
	2099031	Game Gate marquee graphic
	2099041	Backlit instruction graphic, ENGLISH
	2099051	Voltage warning sticker
	2099061	Control panel graphic
	2099071	Caster warning sticker
	2099081	Compliance sticker ("serial decal sample")
	2099091	Memory card stickers to cover metal panels
	2099101	"Reset" Sticker for yellow button with light
	2099111	"1 Player Game" Sticker for yellow button with light
	2099121	"2 Player Game" Sticker for yellow button with light
	2099131	Headphone panel decal
	2099141	User panel decal
	2099231	Push warning sticker
Cables	2095001	Wireless controller cables, short
	2095002	Wireless controller cable, long
	2095011	Xbox AV Cable
	2095021	PS3 AV Cable
	2095031	Memory socket cable, USB type B female
	2095041	RMT AV cable
	2095051	LCD AV cable
	2095061	RMT communication cable
	2095071	lower DC wire harness
	2095081	upper DC wire harness
	2095091	main color LED cable
	2095101	Main power cord USA style 6'
	2095141	Headphone jack assembly
	2095151	16 pin harness
	2095161	LED matrix cable lower
	2095171	LED matrix cable upper
	2095181	Xbox 360 USB cable, Type B male, Type A male
	2095191	Ethernet cable, game console to RMT
	2095201	Ethernet cable, RMT to back panel

	Quasimoto Part #	Description
Cables (cont.)	2095211	Aux cable with metal panel
	2095221	Headphone connector cable, left player
	2095231	Headphone connector cable, right player
	2095241	User panel to RMT USB cable, panel mount
	2095271	Pushbutton cable to User Panel
	2095281	Coin meter cable
	2095291	Payment cable
	2095311	Ground Harness - Caster to Aux, Caster to Panel
	2095321	Ground Harness - Bottom Cabinet
	2095331	Ground Harness - User Panel
	2095341	Ground Harness - Bus to Panel
	2095351	Ground Harness - Control Panel
	2095361	Ground Harness - Upper to Lower
	2095371	Ground Harness - Marquee, Control
	2095481	Ground Harness - Power box cable
	2095491	AC power box cable
	2095501	IDE ribbon cable - RMT to compact flash reader
	2095511	LCD power cord, 3 prong USA style
	2095521	Ground Harness - Bus to Marquee
	2095531	Speaker Connect Cable
Electronic Parts, Electronic Assemblies	2097001	Primary ATX switching power supply
	2097011	Timerboard PCB
	2097021	RMT with AMD processor and memory preinstalled
	2097031	PS3 power module
	2097041	32" LCD
	2097051	LED matrix board
	2097061	Subwoofer, includes DC transformer and volume control system
	2097071	Speaker
	2097081	4GB compact flash card
	2097131	Illuminated pushbutton, yellow
	2097141	Headphone volume control button
	2097151	IEC filter
	2097161	Isolation transformer
	2097171	Multicountry power strip with male IEC connector, 12" cable
	2097191	92mm fan and connector
	2097211	PS2 to PS3 adapter
	2097221	Marquee LED assembly
	2097231	Left panel LED assembly
	2097241	Right panel LED assembly
	2097251	Control panel LED assembly
	2097261	Console LED assembly
	2097271	Coin meter
	2097281	USA power strip with male IEC connector, 12" cable
	2097291	IDE to CF adapter
	2097301	Coin door top with bill validator slot
	2097311	Coin door with center position slot, metal box, and plastic box
	2097321	DDR2 512mb memory, SODIMM 200pin
	2097331	AMD Athlon 1640 2.8GHz 1mB L2 Cache
	2097351	MSI Fuzzy 690T
	2097361	Sound system power supply transformer
	2097371	Red pushbutton for User Panel
	2097381	IEC outlet
	2097391	1GB USB flash drive
	2097401	LCD remote control

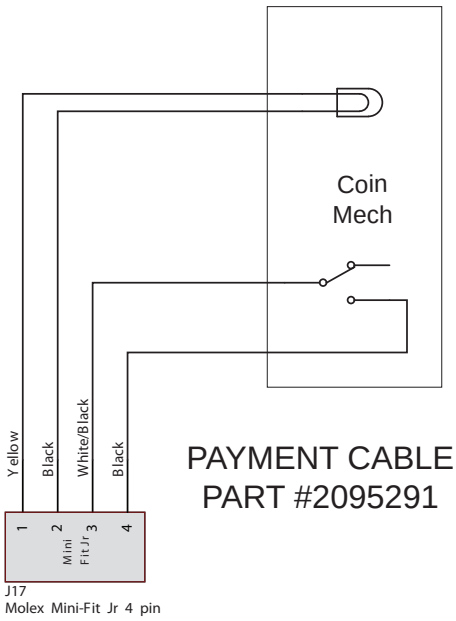
	Quasimoto Part #	Description
Metal Components	2093001	Metal bracket for casters
	2093011	Metal door front assembly with sliding bracket system
	2093021	Glass clip, front panel
	2093031	Glass clip, back panel
	2093041	Metal grounding block
	2093051	Xbox 360 power supply bracket with rubber
	2093061	Metal AC power box
	2093071	Tread Plate
	2093081	Marquee Bracket
	2093101	Panel Cover 1 with 3 holes
	2093111	Panel Cover 2 with 2 holes
	2093121	Primary power supply bracket with rubber
	2093131	Metal L bracket for control panel
	2093141	Aluminum L channel for mounting side color LEDs
	2093151	Metal L bracket for sliding bracket, attaches to sliding block
Hardware	2094001	Fan finger guard
	2094011	RJ45 connector
	2094021	Leg leveler
	2094031	Casters
	2094041	Lock 1, push pin type
	2094051	Lock 2, push pin type key different
	2094061	Lock 3, wood door lock
	2094111	Security screwdriver
	2094111	Cabinet hinge, euro style, 2 parts top an bottom
	2094121	Control panel latch
	2094131	Drawer catch for hinged panel, 2 piece
	2094141	Black hex bolt for cabinet assembly, short
	2094151	Black hex bolt for cabinet assembly, long
	2094161	Black washer for cabinet assembly bolts
	2094171	Thumbscrews for holding game case and graphic
	2094181	Black washer for cabinet assembly bolts
	2094171	Thumbscrews for holding game case and graphic
	2094181	Black washer for cabinet assembly bolts
	2094191	Rubber bumper sticker for control panel graphic
	2094201	U-Bolts

12. WIRE DIAGRAMS

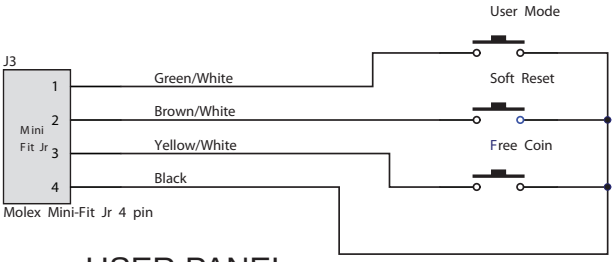
12.1 Wire Diagrams



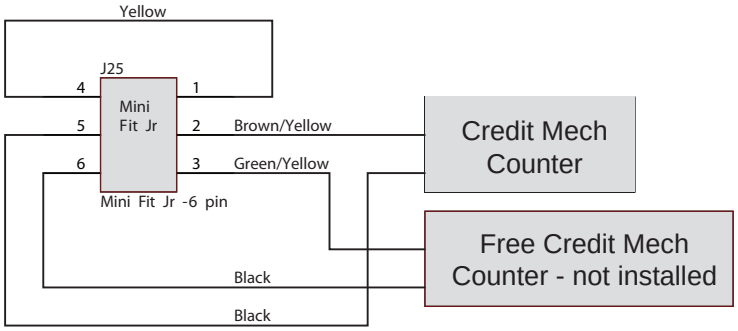
16 PIN HARNESS
PART #2095151



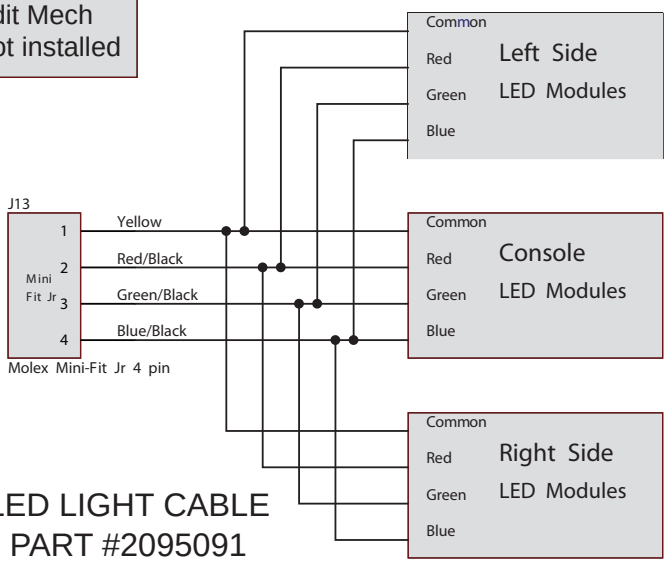
PAYMENT CABLE
PART #2095291



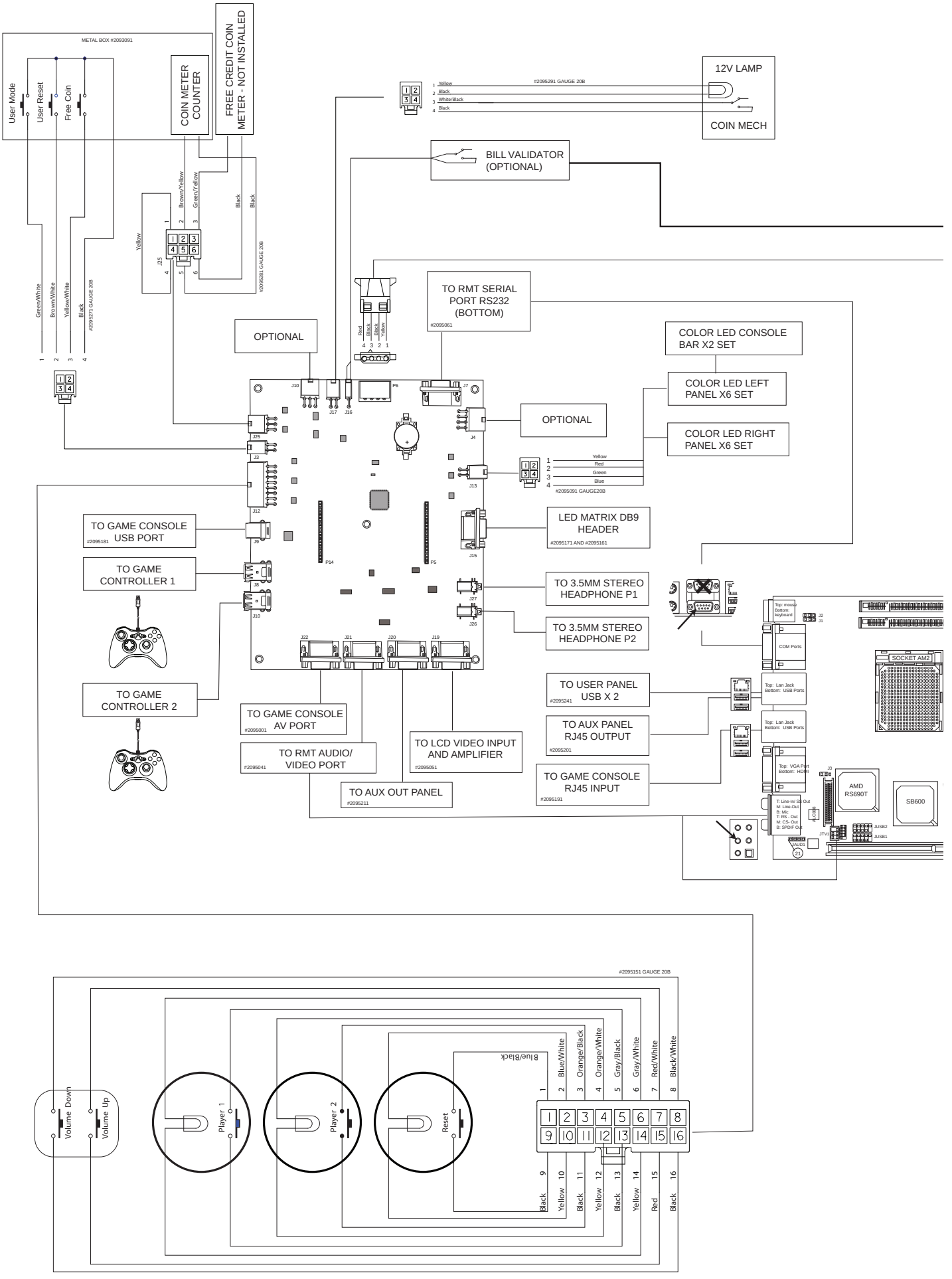
USER PANEL
PART #2095271

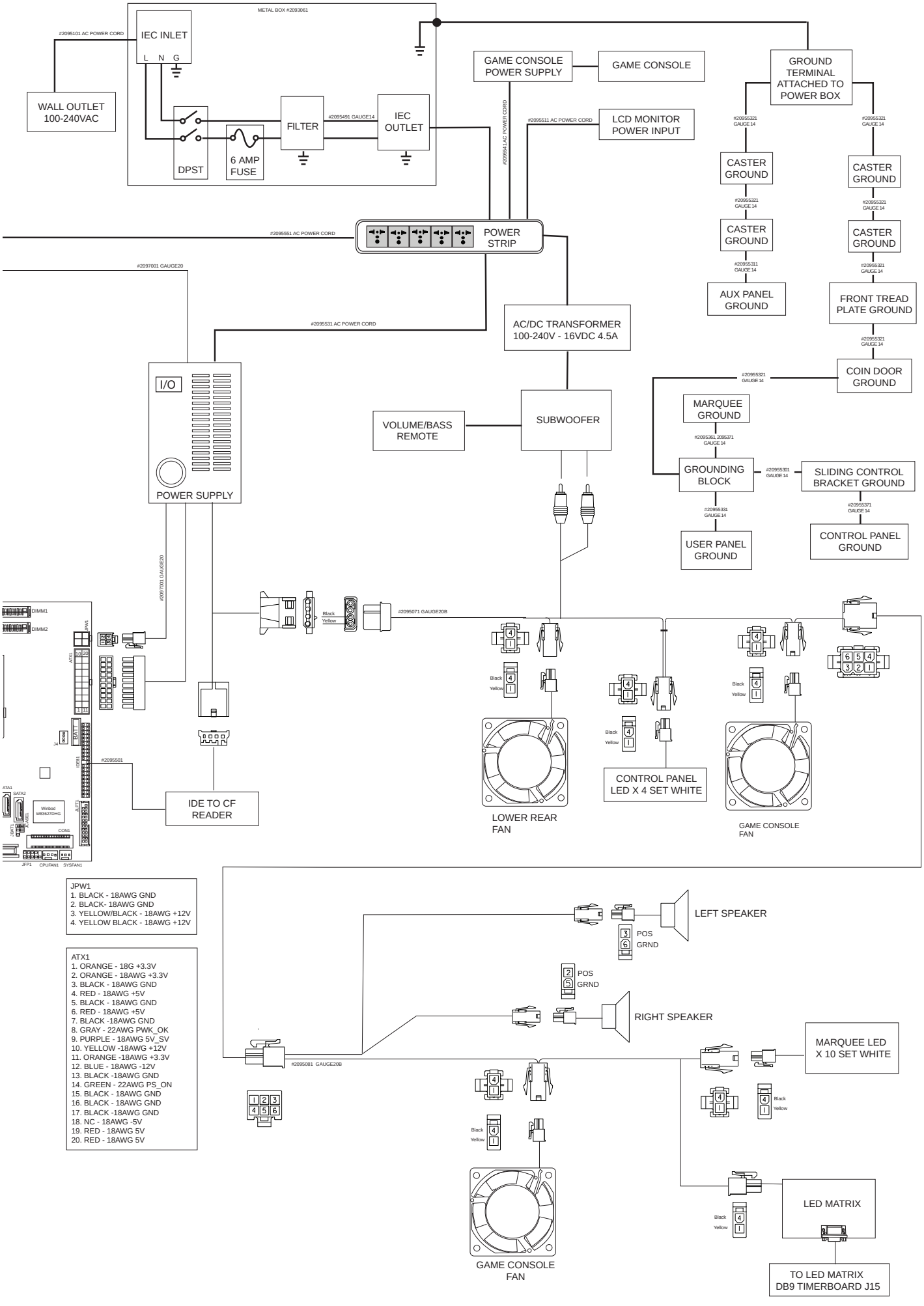


COIN METER CABLE
PART #2095281



LED LIGHT CABLE
PART #2095091

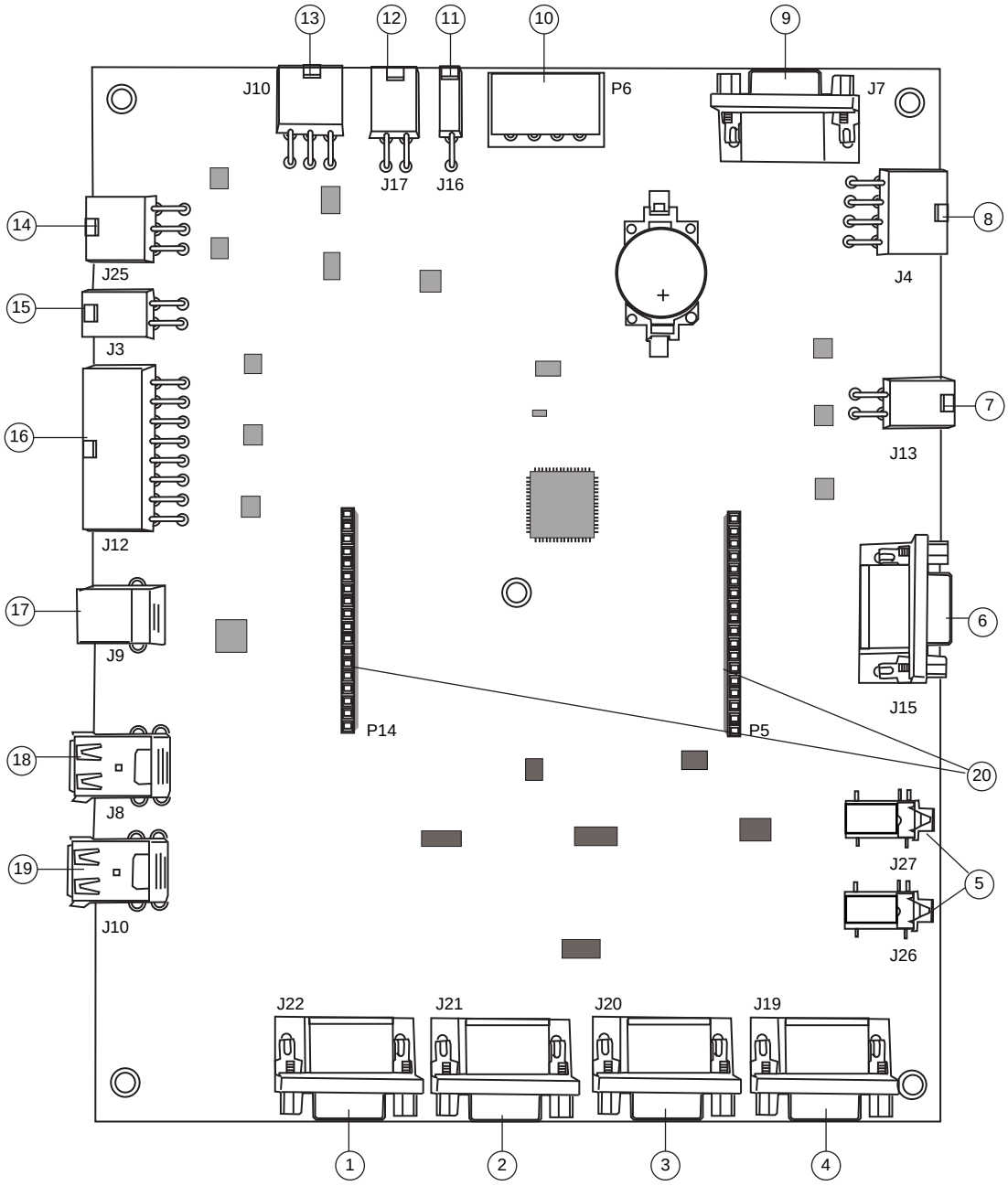

METAL BOX #2093091
User Mode
User Reset
Free Coin
COIN METER COUNTER
FREE CREDIT COIN METER - NOT INSTALLED
#2095291 GAUGE 20B
12V LAMP
COIN MECH
BILL VALIDATOR (OPTIONAL)
#2095271 GAUGE 20B
#2095281 GAUGE 20B
OPTIONAL
TO RMT SERIAL PORT RS232 (BOTTOM)
#2095061
COLOR LED CONSOLE BAR X2 SET
COLOR LED LEFT PANEL X6 SET
COLOR LED RIGHT PANEL X6 SET
OPTIONAL
#2095091 GAUGE20B
LED MATRIX DB9 HEADER
#2095171 AND #2095161
TO GAME CONSOLE USB PORT
#2095181
TO GAME CONTROLLER 1
TO 3.5MM STEREO HEADPHONE P1
TO 3.5MM STEREO HEADPHONE P2
TO GAME CONTROLLER 2
TO USER PANEL USB X 2
#2095241
TO GAME CONSOLE AV PORT
#2095001
TO AUX PANEL RJ45 OUTPUT
#2095201
TO RMT AUDIO/ VIDEO PORT
#2095041
TO LCD VIDEO INPUT AND AMPLIFIER
#2095051
TO GAME CONSOLE RJ45 INPUT
#2095191
TO AUX OUT PANEL
#2095211
AMD RS690T
SB600
SOCKET AM2
#2095151 GAUGE 20B
Volume Down
Volume Up
Player 1
Player 2
Reset
Blue/Black
Blue/White
Orange/Black
Orange/White
Gray/Black
Gray/White
Red/White
Black/White



JPW1
1. BLACK - 18AWG GND
2. BLACK- 18AWG GND
3. YELLOW/BLACK - 18AWG +12V
4. YELLOW BLACK - 18AWG +12V

ATX1
1. ORANGE - 18G +3.3V
2. ORANGE - 18AWG +3.3V
3. BLACK - 18AWG GND
4. RED - 18AWG +5V
5. BLACK - 18AWG GND
6. RED - 18AWG +5V
7. BLACK -18AWG GND
8. GRAY - 22AWG PWK_OK
9. PURPLE - 18AWG 5V_SV
10. YELLOW -18AWG +12V
11. ORANGE -18AWG +3.3V
12. BLUE - 18AWG -12V
13. BLACK -18AWG GND
14. GREEN - 22AWG PS_ON
15. BLACK - 18AWG GND
16. BLACK - 18AWG GND
17. BLACK -18AWG GND
18. NC - 18AWG -5V
19. RED - 18AWG 5V
20. RED - 18AWG 5V

12.2 Timerboard



1. Game System AV input - (not VGA) runs component video signals and audio signals from the game system into the timerboard.

2. RMT AV input - (not VGA) runs component video signals and audio signals from the RMT into the timerboard.

3. Aux panel output - (not VGA) connects to the component video and audio jacks on the back of Game Gate for shadow monitor and external amplification.

4. AV output - (not VGA) connects to the component video input on the LCD and the 3.5mm jack of the powered sound system in the cabinet.

5. Headphone output - connects to the front jacks on the cabinet for headphone connection.

6. LED matrix - connects to the LED matrix at the top of the cabinet.

7. Color LED - connects to the color LEDs on the cabinet.

8. Expansion 1 - not used in the current application.

9. RS232 - connects to the RMT for data communication via DB9 serial cable.

10. Power - power input for the timerboard.

11. Bill acceptor - connect to a BA for credit pulses.

12. Coin mech/light - connects to the coin meter and light on the coin door, may also be connected to an electronic mech.

13. Expansion 2 - not used in the current application.

14. Coin counters - connected to the coin meter, and also an optional free coin counter can be added.

15. User panel - connected to the user reset, free coin, and user mode buttons on the user panel

16. Input connections - 1P, 2P, RESET, volume up, volume down, and lights.

17. USB to console - connects to the Xbox 360® or PLAYSTATION®3 USB port

18. Player 1USB - connects to the left player handheld controller.

19. Player 2 USB - connects to the right player handheld controller.

20. Expansion 3,4 - used for testing purposes, not used with this application.

12.3 MSI Fuzzy 690T Motherboard (RMT) Diagram

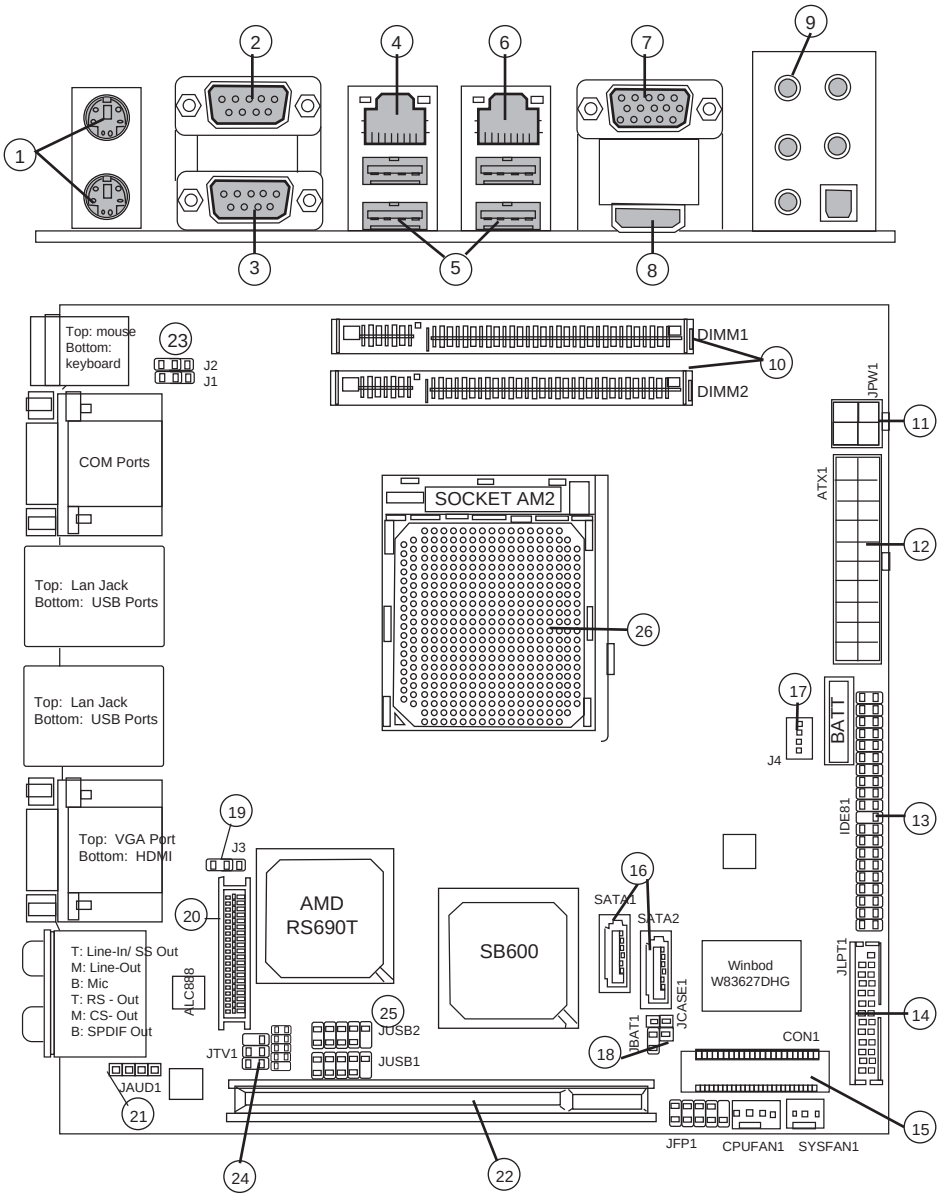


Fig 12.3

1. Keyboard and mouse - input devices not used with this application

2. DB-9 serial port 1 - not used with this application

3. DB-9 serial port 2 - connects to the timerboard PCB via a DB9 serial cable to relay data regarding game status

4. RJ45 port 1 - connects via a Cat6 Ethernet cable to the Microsoft Xbox 360 video game system (optional) for networked gaming purposes

5. USB ports (4) - two ports are connected to an extension cable to extend the ports to behind the coin door (on the User Panel) which allows the operator (licensed user) to change system settings through a USB keyboard and/or mouse. The other two USB ports are not used with this application, unless a USB wireless receiver is added to the equipment (not included)

6. RJ45 port 2 - connects the RMT to an external internet source (optional via a Cat6 ethernet cable).

7. VGA Port - a DB15-pin female connector for video output that is not used with this application.

8. HDMI Port - a video output that is not used with this application.

9. Audio in/out - the only connector used with the Game Gate application is the stereo audio line out (green connector), which outputs the audio to the timerboard. Other connectors, such as SPDIF are not used.

10. DIMM1, DIMM2 - Game Gate uses one 512mb SO-DIMM 200pin 800mHz memory in DIMM1 slot. DIMM2 is not used with this application.

11. JPW1 Power input connector

12. ATX1 - 20 pin connector, standard ATX computer power input coding.

13. IDE81- Game Gate™ connects a 4GB compact flash card to the motherboard via an IDE ribbon cable and an IDE to compact flash converter, which effectively acts as the hard drive for the machine.

14. JLPT1 - a parallel port, not used with this application.

15. CON1 - Mini PCI-E slot, not used with this application.

16. SATA - Serial ATA connectors used for high speed data rates, designed to connect to SATA compatible hard disks. Game Gate™ does not use SATA hard drives so these connectors are not used with this application.

17. I2C Bus Connector - used for users that connect SMBus interface, however this is not used with this application.

18. JCASE1 - Not used with this application.

19. J3 - this jumper is used to specify the operation voltage of the LVDS interfaced flat panel, which is not used with this application.

20. LVDS Flat Panel Connector: JLVDS1 - The LVDS (Low Voltage Differential Signal) connector provides a digital interface typically used with flat panels. This feature is not used in the Game Gate™ application, rather the component video output is used to achieve video signal with the 32” LCD in the system.

21. JAUD1 - this is an amplified audio output connector (left spk, left ground, right spk, right ground) that is not used with this application.
22. PCI (Peripheral Component Interconnect) Slot - supports LAN card, SCSI, USB card, and other add-on cards that comply with PCI specifications, however this connector is not used with the Game Gate™ application

23. J1,J2 - these jumpers specify th operation voltage of the onboard serial ports, and are not to be adjusted for the Game Gate application.

24. JTV1, TV-Out Connector - the mainboard output for component video, which is connected to the timerboard for video control, which is then passed to the 32” LCD display.

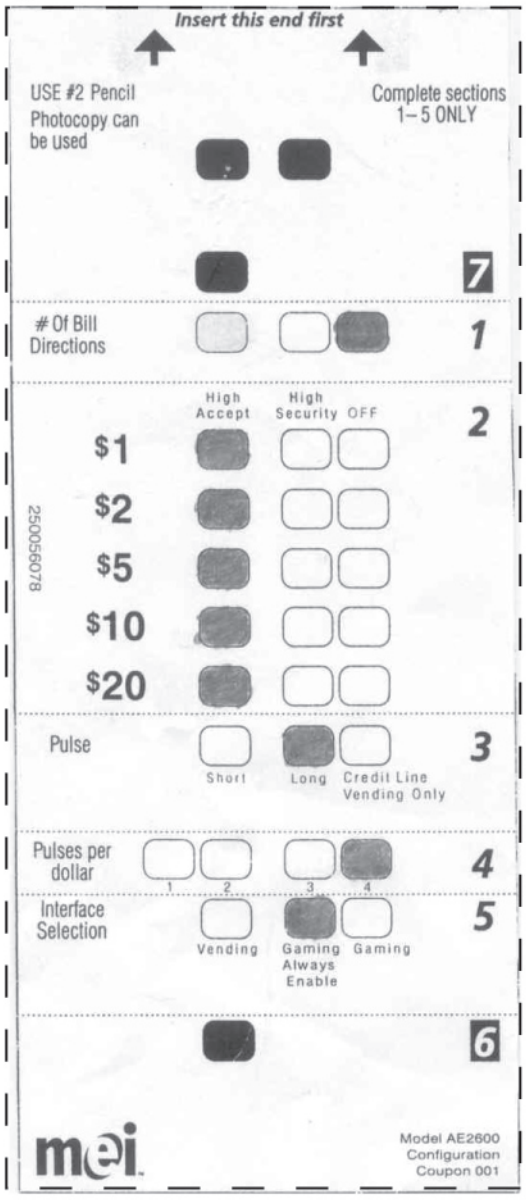
25. JUSB1,2 - for connecting high-speed USB interface peripherals. These headers are not used with this application.

6. Socket AM2 - for an AMD processor, Game Gate uses model 1650 2.8GHz 1mB L2 Cache processor for operation.

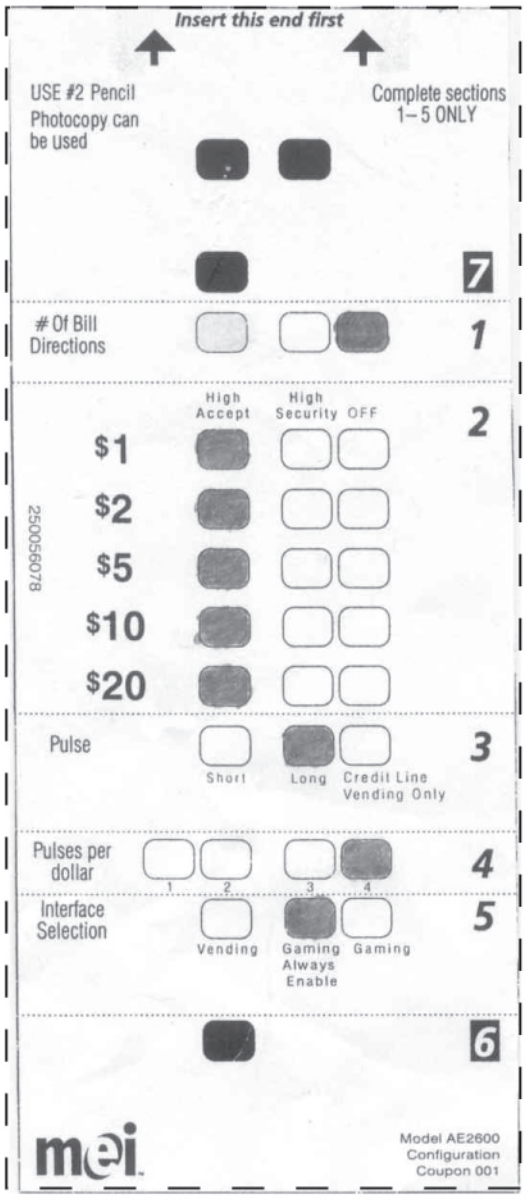
This page is intentionally left blank.

Extra bill accpetor scan sheets

Cut this template out
for AE2600 programming



Cut this template out
for AE2600 programming



This page is intentionally left blank.

13. GLOSSARY

Attract Message - a default message displayed on the scrolling LED that cannot be changed by the owner.

Attract Mode - describes when the arcade machine is ON, but no money has been inserted and no player is using the equipment.

Custom Message - a message that follows the attract message, which can be customized by the owner in the user interface menu. The custom message is set via the buttons on the timer board by cycling through the alphabet, 1-9, and characters.

Distributor – the party responsible for selling the Game Gate™ VU product to the operator. The distributor is also responsible to provide the license documentation to new customers, so that they may fill it out and supply to the license manager.

End User – the person that is actually playing the Game Gate™ VU.

Game Gate™ VU™ (GG) – a coin operated kiosk that accepts credits to enable a player to use an Xbox 360® or PLAYSTATION®3 in a charge-by-time application. The Game Gate™ VU plays looping videos when the game system is not in use.

Game Mode - describes when the timer is counting down and a player can use the equipment.

LED Matrix - the green LED light system located in the marquee that communicates game status and the custom message.

License Membership – before an operator can operate Game Gate™ VU, they must become a licensed member. The operator signs paperwork that is submitted to the license manager. Once a member, the operator will receive a login and password to manage their account and Game Gate™ VU products.

License Period – the day/time from when the Game Gate™ VU receives the response code and becomes operable to the day/time the license period expires. The maximum license period is 6 months. The operator must extend the license before the license period expires or the Game Gate™ VU will become inoperable.

Master Renewal Date – the first day/time that the license period expires, 6 months after initial activation. Every Game Gate™ VU includes 6 months free activation. One month prior to the expiration date (month 5), the operator will need to extend the license an additional 6 months. The operator will need to extend the license twice a year (once on the master renewal date, and again 6 months after the master renewal date). The master renewal date never changes for an operator, even if he buys more Game Gate™ VU machines after his initial purchase. All Game Gate™ VU expiration dates will sync to the Master Renewal date.

Operator – the person that owns the Game Gate™ VU and desires access to change system settings. The operator maintains a license that must be renewed every six months

Publisher – the software company that owns the IP for a particular game. Examples include Electronic Arts®, Microsoft®, and THQ®.

RMT – (remote management terminal) an industrial embedded PC running an AMD processor and Linux operating system. The RMT is used with Game Gate™ VU to play videos, communicate to the timerboard through a serial connection, and connect to the licensing server and control server for remote management purposes. The RMT can change the settings on the Timerboard and also update the firmware on the timerboard.

Timerboard – an electronic device in the Game Gate™ VU that receives pulses from a coin mechanism to activate and deactivate the USB controllers connected to the Xbox 360®/PLAYSTATION®3. The timerboard communicates status information to the RMT via an RS232 port. The timerboard features a real time clock, which tracks the days for license purposes. When a license expires, the timerboard and thereby Game Gate™ VU will become inoperable. The timerboard firmware and settings can be updated via the RMT.

Unit Activation – the process required to receive a serial number and activation request code and output a time dependent response code. The response code is entered into the Game Gate™ VU to activate the equipment for a period of time, maximum of which is 182 days.

IMPORTANT

Read this manual and understand the contents before product operation. Always keep this manual in close proximity to the equipment for reference when necessary.

GAME GATE™

MODEL

VU

QUASIMOTO™

O: 330-331-4515
TF: 888-400-5774
www.quasimoto.com

MANUFACTURED BY:
QUASIMOTO INTERACTIVE, INC.
471 E. BERGEY ST. STE1
WADSWORTH, OH 44281

ⓒ copyright 2009 Quasimoto Interactive, Inc.